



# *By – Laws*

**TABLE OF CONTENTS**

<b>1.0</b>	<b>SECTION 1: ADMINISTRATION (ROO BALL &amp; GRADED)</b>	<b>1</b>
1.1	Competition Administration	1
1.2	Structure	1
1.3	Nominations, Teams Fees	1
1.4	Team Withdrawals, Team Fees	1
1.5	Team Registration Day With Association	2
1.6	Registration	2
1.7	De – Registration and Transfers	4
1.8	Boundaries	5
1.9	Team Gradings	8
1.10	Grading of Players	8
1.11	Grounds	10
1.12	Ground Marshall	10
1.13	Sponsorship	10
1.14	Judiciary	11
1.15	General Purpose Tribunal (GPT)	16
1.16	Appeals Tribunal	18
1.17	Team Points	20
<b>2.0</b>	<b>SECTION 2: COMPETITION PLAYING RULES AND MATCH PROCEDURES</b>	
2.1	Team Sheets and ID Cards	21
2.2	Protests	22
2.3	Reporting an Incident, Dispute or Injury on Match Day	22
2.4	Competition Timetable	23
2.5	Change of Fixtures	23
2.6	Wet Weather	23
2.7	Forfeits	24
2.8	Referees, Referee Fees	24
2.9	Reports on Coaches, Managers by Referees or Assistant Referees	25
2.10	Coaches	25
2.11	Playing Equipment	25
2.12	Duration of Matches	26
2.13	Ball Sizes	26
2.14	Borrowing of Players	26
2.15	Replacement of Players	27
2.16	Corner Kicks	28
2.17	Goal Kicks and Free Kicks	28
2.18	Competition Points, Byes and Forfeit Penalties	28
2.19	League Champions	28
2.20	Semi Finals, Finals and Grand Finals	29
2.21	Trophies – League and Grand Champions	32
2.22	Mass Walkout	32
2.23	Player Injuries	32
<b>3.0</b>	<b>SECTION 3: ROO BALL PLAYING RULES AND MATCH PROCEDURES</b>	<b>33</b>
3.1	Registration	34
3.2	Team Sheet and ID Cards	34
3.3	Fixtures	34
3.4	Social Days	34
3.5	Wet Weather	35

## *Illawarra Junior Football Association Inc. By - Laws*

3.6	Forfeits	35
3.7	Coaches	35
3.8	Player's Equipment	35
3.9	Reporting An Incident	36
3.10	Roo Ball Modified Rules	37
3.11	SSG Modified Rules	40
<b>4.0</b>	<b>SECTION 4: REPRESENTATIVE TEAMS</b>	<b>46</b>
4.1	<i>Representative Teams – Competition Fixtures</i>	46
4.2	<i>Selection of Coaches, Managers re Representative Teams</i>	46
4.3	<i>Selection of Other Positions re Rep Team</i>	46
4.4	<i>Representative Coaches, Managers and Rep Team Convenor Duties</i>	46
4.5	Travel and Accommodation	46
4.6	Players, Clubs and Club Officials – Duties re Rep Teams	47
4.7	Representative Colours	47
4.8	Sponsorship	47
<b>5.0</b>	<b>SECTION 5: KNOCKOUTS, TRIALS, SOCIAL DAYS, CHAMPION OF CHAMPIONS</b>	<b>48</b>
5.1	Application to Host Association Fixtures, KO and Social Days	48
5.2	Association Knockout Trophies	48
5.3	Gala Day Rules	48
5.4	Gala Day	48
5.5	Gala Day Perpetual Trophies	49
5.6	Inter Club Visitations	49
5.7	Trial Games	49
5.8	Champion of Champions	49

**1.0 SECTION 1: ADMINISTRATION (ROO BALL, SSG & GRADED)****1.1 COMEPTITION ADMINISTRATION**

- 1.1.1 These rules shall cover all competitions and knockouts conducted by the IJFA and affiliated clubs and are directly overseen by the IJFA Board of Directors
- 1.1.2 Any matters not included in these Competition Rules must be referred to the IJFA Board for a decision.
- 1.1.3 All Rooball/SSG, Graded and Knockout Competition Draws remain the sole property of the IJFA Board.

**1.2 STRUCTURE**

- 1.2.1 Under 6 to Under 9 are compulsory SSG / Roo ball for all teams. These are non competition games and no results of matches are recorded
- 1.2.2 Under 10 to Under 18 will be competition based. Teams will be placed into divisions and a minimum of 14 rounds shall be organised for each division. Where sufficient team numbers exist, a girls' only competition shall be organised. A final series shall be organised for each competition.
- 1.2.3 Where insufficient team numbers exist for an age group the competition secretary shall investigate an alternative structure e.g. mixed age groups.

**1.3 NOMINATION, TEAM FEES**

- 1.3.1 Nomination forms will be forwarded to each Club and must be completed in all detail and returned to the Association by the date set at the AGM. Late nominations will be accepted provided that there is a vacancy.
- 1.3.2 When a guest club and/or affiliate club nominates a team/teams to participate in the IJFA competition
- a) In their first year each team can apply for a position in Division 1 for that age group subject to approval by the majority of the IJFA member clubs.
  - b) In each year after the first year, team placing will be determined in accordance with 1.9 of these By Laws and
  - c) all nominated teams will be bound and abide by these By Laws

**1.4 TEAM WITHDRAWALS, TEAM FEES**

- 1.4.1 Where a Club finds it necessary to withdraw a team from the competition, after the grading meeting, it shall be the lowest graded team in the age/division, unless the Competition Secretary recommends to the Board of Directors, a variation to this ruling. A fine of \$50 will be imposed on each team withdrawn and the fee paid at the time on nomination shall be forfeited for each team withdrawn.
- 1.4.2 Where a Club finds it necessary to withdraw a team from the Roo – Ball competition, a fine of \$50 will be imposed on each team withdrawn. The fee paid at the time on nomination shall be forfeited for each team withdrawn from one (1) week prior to the competition commencing for the season.

**1.5 TEAM REGISTRATION WITH THE ASSOCIATION**

- 1.5.1 Official Association registration day(s) will be held. Clubs shall be notified of the time and location.
- a) Club teams shall be registered by a Club Committee Member.
  - b) Players' names shall be listed on the Registration Form in alphabetical order and ID cards shall be arranged in the same order for checking.

**1.6 REGISTRATION****1.6.1 Club Responsibility**

All clubs are responsible, at all times, to ensure all players are officially registered as approved by the IJFA. Any club found in breach of the approved official registration process, (Roo Ball, Graded Players) and knowingly or unknowingly allows a player to play unregistered or over aged will be penalized a maximum fine not exceeding \$200. In addition, the player is to be excluded from further competition, for a period determined by the IJFA Board.

**1.6.2 Players, Team Managers, Team Coaches shall register under the following rules**

A player, manager or coach making application to become a registered player, manager or coach of this Association for a particular club in the current playing year shall

- a) Have met all clearance/transfer obligations to join the club.
- b) Complete an Official IJFA registration form
- c) Supply one fully completed identification card known as ID card, with a current passport type photograph attached with glue. The Association reserves the right to reject an unsuitable photograph.

1.6.3 A player shall be registered only for the current year in which he/she registers. Any registration form signed in one year shall not be valid for the following year. Year shall mean the period 1<sup>st</sup> January to 31<sup>st</sup> December. Player registration for competition teams will cease as at the 30<sup>th</sup> June each year.

1.6.4 A player can change clubs only once in any calendar year.

1.6.5 A player (or his/her parent or guardian), manager or coach supplying false or misleading statements on the IJFA registration form shall be ineligible to register.

1.6.6 A player registering for the first time with a Club must produce acceptable proof of age and address at the time of registration. A birth certificate is the normal proof of age but other forms may be accepted by the Association.

1.6.7 When a player (or his/her parent or guardian) signs two or more registration forms with different Clubs, he/she will be deemed to be registered for the Club named on the form bearing the earliest date. The player may be penalized by the Board.

1.6.8 A player's age is determined by the actual age on 31<sup>st</sup> December of the current season i.e. the age the player turns in the calendar year. A player must turn 5 by July 31<sup>st</sup> for the current season to be registered for that season.

1.6.9 Each player shall be allocated a FFA registration number by the Association, which will be printed on the ID cards.

- 1.6.10 Players are accepted for mixed or singular gender teams up to an age limit as set by the association as requested from time to time.
- 1.6.11 For a coach to be registered with the Association, the person must have at least a Level 1 Coaching Certificate and a copy must be submitted with the ID card. All coaches are encouraged to be members of the Coaches Association and all must sign a current child protection form as designated by the IJFA.
- a) Respective applicants for coach must supply a copy of their current registration as a Coach with the National Coaching Accreditation Scheme, listing their sport, level and expiry date. This must accompany their annual coaching application form.
  - b) Coach/Manager ID Cards are only valid for the current season and must be returned to the IJFA Office for season upgrade.
- 1.6.12 Each team must have a coach or manager who must: -
- a) Be registered with the Association, no later than the fourth (4) competition game or a penalty of \$5 per match will be incurred.
  - b) Carry 'Player & Coach/Manager ID cards. Cards must be produced prior to the commencement of all games or upon specific request by a Soccer Official or opposing Team Coach/Manager.
- 1.6.13 On receipt of ID cards, the respective Association Registrar(s) will process them for the current season and return the ID cards for team use. Association stamped ID cards can only be used in competitions and tournaments sanctioned by the Association. Also see By law 2.1 and 3.2 for further information re ID card checks
- 1.6.14 **Late Registration**  
Clubs who have late registrations must arrange a time with the IJFA Office to have the ID card/(s) processed. The closing day and time each week will be determined from season to season.
- 1.6.15 **Dual Registration**  
Dual registration with Football NSW or its affiliated bodies is not permitted

**1.7            DE-REGISTRATIONS AND TRANSFERS**

- 1.7.1            If a player no longer wants to play for his or her Club, he or she may allow the registration to elapse. If the player wants to change Clubs during a season, the player (or the player's parent or guardian if that player is a minor) needs to complete and sign the Notification of Cancellation of Amateur Registration in the Prescribed Form 08 and send it to the Club, copied to the Association Administrator
- 1.7.2            If a Club no longer wants a player to play for the Club, that Club needs to complete the Notification of Cancellation of Amateur Registration in the Prescribed Form 08, detailing the reason and send it to the Association Administrator, copied to the player.
- 1.7.3            The de-registration is effective –
- a)            immediately when the Prescribed Form 08 is signed by both the Club and the player (or the player's parent or guardian if that player is a minor); or
  - b)            7 days from the date the Prescribed Form 08 signed by one party was lodged with the Association Administrator unless the de-registration is opposed by the other party within that time.
- 1.7.4            If a party opposes or disputes the de-registration the matter will be referred to an General Purpose Tribunal (no appeal fee payable) within 7 days from the date on which the objection is made. Two members of the Club and the player and his/her parent or guardian will be requested to attend. The General Purpose Tribunal will determine the application for de-registration on the grounds presented and can do so in the absence of any party who fails to attend.
- 1.7.5            At the Club's sole discretion, the Club may provide a proportionate refund of registration fees to the player in certain no-fault circumstances on de-registration.
- 1.7.6            If a player wants to change Clubs during a season, that player must lodge with the Secretary/Registrar of the new Club –
- a)            a copy of the Notification of Cancellation of Amateur Registration in the Prescribed Form 08 signed by either the player (or the player's parent or guardian if that player is a minor) or the previous Club (as the case requires);
  - b)            an original, Supplementary Registration Form in the Prescribed Form 11, signed by the Club and the player (or the player's parent or guardian if that player is a minor); and
  - c)            the player's original Player ID card obtained from the previous club.
- 1.7.7            The registration of the player with the new Club is effected from the date the Prescribed Form is signed by both the player and the Club and continues to the end of the season.
- 1.7.8            The closing date for de-registration and transfer applications is the 30<sup>th</sup> June in each year.

**1.8 BOUNDARIES**

1.8.1 The boundaries affecting each Club are defined as follows:

*Helensburgh*

Everything North of an East/West line drawn through the intersection of the crossing of Lawrence Hargrave Drive and School Pde, Clifton.

*Coledale*

From Helensburgh Southern boundary along Pacific Ocean to Mountain Rd, Austinmer to railway crossing and then straight line to intersection of Foothills Rd and Phillips St.

*Thirroul*

From Coledale Southern boundary, along Pacific Ocean to Woodland Creek, to Princes Highway and up Bulli Pass Rd.

*Bulli*

From Thirroul Southern boundary, along Pacific Ocean to Farrel Rd, to Princes Highway to Hospital Rd, and along Alanson Ave.

*Woonona*

From Bulli Southern boundary, along Pacific Ocean to Bellambi Creek which flows through Hollymount Park, and crosses Princes Highway.

*Russell Vale*

From Woonona Southern boundary to Bellambi Rd, East to Railway crossing, along railway line, south to East/West line through Albert St.

*Bellambi*

From Russell Vale Southern boundary, along railway south to Corrimal Railway Station along Murray Rd to Pacific Ocean.

*Corrimal*

From Russell Vale and Bellambi boundaries in the North to Towradgi Ck. Princes Highway North to Tarrawanna Road into Meadow Street, North to Foothills Rd. Cottage Grove into Justine Ave.

*Tarrawanna*

From Corrimal Southern boundary, South along Princes Highway to Douglas Rd. Meadow St along Wright St. to an East/West line drawn through Duncan St.

*Fernhill*

From Corrimal and Tarrawanna Southern boundary, along Princes Highway South to an East/West line from the intersection of Expressway and Princes Highway to Pacific Ocean.

*Balgownie*

From Tarrawanna boundary in the North and Fernhill boundary on East to an East/West line drawn through Mount Ousley Rd.

*Wollongong Olympic*

From Balgownie and Fernhill boundary in the North along Pacific Ocean to Crown St to Mount Keira Rd.

*Coniston*

From Wollongong Olympic boundary in the North along Princes Highway to F6 Freeway to Masters Rd, along Springhill Rd North to Pacific Ocean.

*Figtree*

From Wollongong Olympic boundary in the North and Coniston boundary in the East along F6 Freeway to Mt. Kembla Railway Line.

*Unanderra*

From Mt. Kembla Railway Line boundary in the North along F6 Freeway south to a East/West line drawn through Canterbury Rd to the Moss Vale railway line.

*Berkeley*

From Unanderra Southern boundary and Eastern boundary along Berkeley Rd to an East/West line drawn through Flagstaff Rd (Lake Heights), South along Lake Heights Rd to Lake Illawarra, to Mullet Creek and Barretts Ck.

*Lake Heights*

From Coniston boundary in the North, Unanderra and Berkeley boundaries in the West along foreshores of Lake Illawarra to Northcliff Drive and King St intersection, along King St, North to Five Islands Rd to Old Port Rd, Foreshore Rd, to Pacific Ocean.

*Port Kembla*

From Lake Heights boundary in the North and West along foreshores of Lake Illawarra to an East /West line drawn just North of the South Pacific Caravan Park.

*Warilla*

From Port Kembla boundary in the North, along the Pacific Ocean to George St, along Lake Entrance Rd to Landy drive, along Morgan Ave to Cuthbert Drive and Landy Drive and Gathercole Ave. The Western boundary is Lake Illawarra foreshore.

*Lakeside Lions*

From Mullet Creek as the Northern boundary, South along Princes Highway to Byamee St, Brooks creek to Fowlers Road along Lakelands Dr South to Cornwell Rd intersection thence in direct line to Tallawarra Power Station.

*Dapto*

From the Lakeside Lions and Berkeley boundaries in the North to Macquarie Rivulet and Marshall Mount Ck in the South.

*Albion Park*

From the Dapto boundary on the North along the foreshores of Lake Illawarra to Horsley Creek. Along Horsley Creek to the main Railway line to Minnamurra River and upstream Minnamurra River.

*Oak Flats*

From the Albion Park boundary along the foreshores of Lake Illawarra along the boundary of Warilla to Lake Entrance Rd. South on lake Entrance Rd to a North /South line drawn through the intersection of Tongara Rd and Dunsters Lane, along Dunsters Lane to the Main Highway.

*Shellharbour*

From the Warilla boundary in the North and Oak Flats and Albion Park boundaries in the West along the Minnamurra River in the South to the Pacific Ocean

*Kiama*

South of the Minnamurra River.

Maps are now to be used in conjunction with verbal descriptions.

- 1.8.2      Any Club wishing changes to their boundaries must meet with the Club or Clubs concerned on a Club to Club basis. If boundary changes are agreed on, a letter stating new boundaries must be forwarded by all Clubs concerned seeking Board approval. Where disputes arise over boundaries between neighbouring clubs, these disputes shall be heard by the Association Board of Directors at a meeting arranged prior to the commencement of the season. The date to be set by the Board. Only disputes prior to that meeting shall be heard
- 1.8.3      All Club boundaries shall be defined by the Board and approved by a GM subject to previous negotiations by clubs concerned.

**1.9 TEAM GRADINGS**

- 1.9.1 The Board may grade any team at any time into a division of an age group in which such team is eligible to play.
- 1.9.2 The team finishing the season as League Champions of each division will be promoted in the following season unless the club concerned can provide the Board with acceptable reasons in writing for not being promoted.
- 1.9.3 Additional promotions and relegation(s) will be at the discretion of the Board.
- 1.9.4 The IJFA will provide a grading guide, listing the division in which teams would be placed for the following season based on the assumption that the same teams reapply and will publish this proposal at the AGM.
- 1.9.5 For the purpose of grading, each Club will provide the Board with one (1) Grading Sheet for each team it has nominated for the Competition. Grading sheets which are not fully completed will be rejected by the Association and returned to the Club concerned. Following such rejection, the Club will be granted 48 hours to provide all of the required information and resubmit the grading sheet to the Association. Teams which fail to provide all necessary grading information by this second deadline will not be accepted into the competition.
- 1.9.6 The Board will after publishing Grading Results for the season hold a Grading Meeting where clubs may represent to that meeting and appeal any issues they have regarding the gradings issued to that club before the draw is issued. Justification of all appeals must be in writing on Club Letterhead and signed by the Club Secretary. There will be no further grading changes after this process is complete. Clubs will have no further right of appeal to the Grading Committees. The Grading meeting shall be opened to all member clubs. Within 7 days after the grading meeting, each Club will provide to the IJFA office all their player registration cards with the relevant divisions noted for checking and stamping.

**1.10 GRADING OF PLAYERS**

- 1.10.1 From U10 to U18, each team must have a MINIMUM of (9) nine nominated players registered with the Association. The maximum number of players, which can be registered in a team, is (16) sixteen. Where a Club has two or more teams in an age group the first and subsequent teams must meet the requirements before lower division teams.
- If a team does not have a minimum of nine players registered with the Association, 1 week before the first Competition Match, that team will be withdrawn from the Competition and fines for team withdrawals will apply.
- 1.10.2 A player may not register in an age group more than two years above the lowest age group to which he/she is entitled to register. A player registered in team above his/her age group shall be deemed a player of that age group for the current season.
- 1.10.3 A girl cannot be graded into mixed teams for U16 and higher unless:
- (a) A request is made to the Association by the Club and parent(s) or guardians stating reasons AND

- (b) A report from a qualified level 2 (Youth licence) coach is provided which assesses the girls' suitability for that team and division, and includes comments on whether she has the strength, stamina or physique to play with other members of the team and against players of mixed gender in that age group.

Upon the request and the report, the Board shall make a determination on the registration and such determination shall be valid for the current season.

- 1.10.3 If a Club has two or more teams in the same division then they shall be named by colours. See By – Law 2.14 re borrowing players.
- 1.10.4 All U6 to U9 players are to be graded in age group only and are eligible to play in any team within the age group, or an older age group, no more than two years above the lowest age group to which he or she is entitled to register. If a Club has more than one team in U6 to U9 then each team must be of equal strength.
- 1.10.5 A Club wishing to re-grade a player shall apply in writing to the Association and the reason for the request shall be nominated therein. The ID card must accompany the written application. If successful, the date the re-grading is effected is to be recorded on the ID card. The closing date for club re-grades for the League and Semi Final series is the 30th June each year.
- 1.10.6 **Special Circumstances**  
A player who has a disability or handicap may apply to the Association to play in a lower age group than his correct age. The application should state the nature of the disability and should be supported with appropriate medical evidence and recommendations.  
The Association shall on receipt of the application create a sub-committee to inspect the player in match conditions and make recommendations to the Board re registration in the age group.
- 1.10.7 No club requested re-grades will be granted after 30th June each year.

**1.11 GROUNDS**

The official ground codes and locations will be listed in the Annual Information booklet.

**1.12 GROUND MARSHALL**

- 1.12.1 It is the Home Teams' responsibility to appoint a Ground Marshall. He/She must wear the Official Fluro coloured vest and be generally in charge of the affairs of the ground. It is the responsibility of the visiting team to report any problems they may have (other than the referee) to the Ground Marshall.
- 1.12.2 The Ground Marshall shall be over the age of 18 Years and shall not be a Coach or Manager of a game in progress.
- 1.12.3 The Ground Marshall shall circulate around the ground(s) to ensure that he/she is apparent to all present.
- 1.12.4 When Competition games of U/15 and above are played, two ground marshals shall patrol the playing fields, inside the fence line on both sides of the ground and where unfenced they patrol either sideline of the ground.
- 1.12.5 All persons at the ground will abide by any requests made by the Ground Marshall.
- 1.12.6 In the event of a dispute, improper conduct, or foul & abusive language by any persons at the ground, then any requests made by the Ground Marshall shall be final and complied with immediately.
- 1.12.7 Reports of misconduct found by the Ground Marshall shall be in writing in the appropriate Incident Report Book to the Association and shall be actioned by the Board within 7 days of the incident.
- 1.12.8 All clubs will ensure that their Club Officials and members are made fully aware of the jurisdiction of the Ground Marshall and that his/her request be complied with.
- 1.12.9 Reports of improper behaviour by a Ground Marshall shall be made in writing in the appropriate Incident Report Book to the Association and shall be actioned by the Board within 7 days of the reported incident.

**1.13 SPONSORSHIP**

- 1.13.1 All sponsorship of club teams must be approved by the Association. Specific lettering on either shirt or tracksuit must also be approved.

**1.14 JUDICIARY (Applies to players only)****1.14.1 PLAYERS SENT FROM THE FIELD**

1.14.1.1 Players sent from the field shall not play again until a number of games have passed commensurate with the offence committed. The dismissed players' clubs shall be notified, in writing, by mail or by personal delivery, of the offence and of the penalty incurred, prior to the player's next match commitment, but in any case such players shall not play again until advised to do so by the Judiciary Committee. Where the penalty incurred includes a period of suspension then such players shall not play again until the suspension period is served.

1.14.1.2 Clubs wishing to apply for a Judiciary Committee hearing on a send-off should contact the IJFA. Office, in writing, within three (3) days of notification, and enclose a hearing fee of One Hundred Dollars (\$100.00). Appeal fee will only be refunded in case of mistaken identity. Players whose clubs request such a hearing, cannot continue to play.

1.14.1.3 Appeals and / or hearings against cautions (including players sent from the field for receiving two cautions) are not permitted

1.14.1.4 The Judiciary Committee shall have the power to expunge, increase, or decrease the set penalties, further, if it is the opinion of the Judiciary Committee that clubs are using hearings as expediency so that players can participate in vital matches, they then may fine such clubs.

1.14.1.5 Should a Judiciary Committee hearing be requested all parties required will be notified in writing, either by mail or personal delivery, of the time and venue of such hearing. The cost of the hearing shall be borne by the requesting club/s unless the Judiciary Committee sees fit to expunge the penalty entirely.

1.14.1.6 At Judiciary Committee hearings players shall be entitled to have Two (2) club official representatives in attendance and may call any witnesses that pertain to the send-off.

1.14.1.7 Clubs guilty of playing suspended player/s in any IJFA competition match/(es), or IJFA sanctioned match/s, shall be deemed to have forfeited such match to their opponents and the provisions of section 2.7 shall apply.

1.14.1.8 Players sent from the field for a misdemeanor during the course of a match shall proceed at once out of the field of play area, accompanied by a Club Official or a member of the coaching staff, and change from their playing strip to their normal street attire, and shall not re-enter the playing arena or replacement bench technical area.

1.14.1.9 The suspension periods set down for the various offences shall be circularised to member clubs before the start of each season.

1.14.1.10 Players who do not present themselves, or are not represented, at any Judiciary Committee hearing when requested to do so will be automatically be suspended until they appear, such suspension shall be imposed regardless of any suspension already set. Clubs that fail to appear via an Official Office Bearer of the Club when requested will be liable to a fine at the discretion of the Judiciary Committee.

**1.14.2 CAUTIONS**

1.14.2.1 Players that have four (4) cautions recorded against them in a season shall serve an automatic suspension of one (1) match in the League. There is no appeal against this one (1) match suspension after receiving four (4) cautions. Should any of these players have a further two (2) cautions recorded against them in the same season then those offending shall be automatically suspended for a further two (2) matches in the league. Any player who further offends will be dealt with by the Judiciary Committee.

- 1.14.2.2 The League is defined as the normal competition set down by the competition secretary. The semi-final series, Gala Day, U16 Robert Brown, U16G Joan Hudson will be treated as a separate competition. In these competitions, two yellow cards and the player shall stand down for his/her next competition game.
- 1.14.2.3 Players shall not play again until the suspension has been served.
- 1.14.2.4 It is the club's responsibility to ensure that no player suspended under any Rule or regulation or Judiciary Policy or Procedure, plays in a game in which he/she is not entitled. It is the club's responsibility to confirm the availability of players with the IJFA office, within the published office hours, prior to the game. It is the responsibility of the referee to advise the club of any changes to the signed Team Sheet handed to the club at the end of the game.
- 1.14.2.5 Appeals and / or hearings against cautions (including players sent from the field for receiving two cautions) are not permitted.
- 1.14.3 *SUSPENDED PLAYERS*
- 1.14.3.1 Players under suspension shall not be permitted to play until the terms of their suspension are completed. A player must not play on any 'trial', or 'exhibition', or 'friendly', or 'club knockout' or 'any other games' until his / her suspension has been served in "competition" matches.
- 1.14.3.2 A player required to stand down for any number of matches, shall not be eligible to play in any game on the day/s he is required to stand down.
- 1.14.3.3 Clubs found guilty of playing suspended player/s shall be deemed to have forfeited the match/es concerned and forfeit penalties Section 2.7 shall apply. The club shall be fined a sum of at least Fifty Dollars (\$50.00) for each match in which such suspended player/s played.
- 1.14.4 *JUDICIARY COMMITTEE*
- 1.14.4.1 The Judiciary Chairperson shall be elected by Member Clubs at the Annual General Meeting.
- 1.14.4.2 A Judiciary Committee shall be elected at the Annual General Meeting to deal with all protests and to take disciplinary action against any player reported for misdemeanors or misconduct on or off the field of play. This Committee shall consist of three (3) persons with two (2) alternatives.
- 1.14.4.3 The Judiciary Committee members shall not attend on matters involving clubs with they have an affiliation.
- 1.14.4.4 Before a member of the Judiciary Committee can be removed, two (2) weeks notice of motion of dismissal must be given to the Board. To be carried such motion must have the support of two – thirds majority of the Clubs present.
- 1.14.4.5 The quorum for the Judiciary Committee shall be three (3). In the event of there being insufficient committee members available the Chairperson can call upon executive members of clubs to make up the number.
- 1.14.4.6 Where a Judiciary Hearing, is to be convened, the Executive of the Board shall be notified before hand. The findings of any hearing, appeals or tribunal is to be relayed to the IJFA Executive with 24 hours either verbally or e-mailed.  
A comprehensive report on the findings must be written and filed in the office within 48 hours. The IJFA office will notify the player's club forthwith.

- 1.14.4.7 Except where a Judiciary Hearing has been requested, all players sent from the field shall automatically be suspended and shall not play again until their club has been notified in writing that their suspension has been served and their sentence is completed.
- 1.14.4.8 Should the offence for which a player has been dismissed be of a serious nature e.g. striking a referee, then that player shall not play in any match, under any circumstances, until an appearance has been made before the Judiciary Committee. The said player/s shall attend the convened meeting, within seven (7) days of receipt of reports, the Hearing will proceed and the outcome will be binding, no appeal shall be entered into for non attendance of the offender.
- 1.14.4.9 Judiciary Committee members shall be paid a fee of Ten Dollars (\$10.00) per attendance at hearings and/or meetings. The accumulated fees shall be paid by the offending clubs before any hearing has commenced.
- 1.14.5 *JUDICIARY COMMITTEE POLICY AND PROCEDURE* (Investigation must commence within 7 days of receipt of complaint and / or alleged offence)

In the hope that the number of send-offs and cautions can be significantly reduced the following advice is offered:

1.0 TO CLUB OFFICIALS, MANAGERS, AND COACHES

- 1.1 Ensure that your players know the consequences of being sent-off or cautioned. Players are of no value to your club while on the sideline serving a suspension.
- 1.2 Ensure that the players know the Laws of the Game. The Referee's Association is only too willing to arrange lecture and discussion nights for individual clubs. Some of the more progressive clubs have taken advantage of this offer and it is strongly recommended that all member clubs do likewise.
- 1.3 Impress on your players the need to accept the referee's decision, no matter how wrong they think it may be.

2.0 TO PLAYERS

- 2.1 Think about the possible consequences before putting yourself in a situation where you leave the referee not choice but to either send you off or caution you.
- 2.2 Make sure you know the Laws of the Game. Fore example, if you show dissent from the referee's decision, the Law states you must be cautioned and if you persist in your dissent you may be sent-off. If you use foul and abusive language, to anyone, the Law is that you shall be dismissed from the field of play.
- 2.3 Remember the Referee's Association consists of members with varying degrees of expertise and experience, in the same way that the players in your club vary in ability and experience. This means that referees controlling the matches that you and your team mates are playing in may be relatively new and inexperienced. Be tolerant, give them a fair go.
- 2.4 If you do have a new and inexperienced referees controlling your matches then it will not necessarily be, that things will be let go in the same way the more experienced referees might. Because of this you could find yourself being sent-off or cautioned in situations where more experienced referees may not have taken such action. However, if you do find yourself in this position, you have only yourself to blame.

### 3.0 TO REFEREES

3.1 A send-off or caution could put a player on the sideline for a number of matches. Be sure that the offence warrants a "red" or "yellow" card before taking it out of your pocket. Often a quick verbal caution to a player, even on the run, will have the desired effect.

Players, like you, are under pressure to perform and, in the heat of the game, can react without thinking and say something out of turn. Consider this before issuing dissent cautions.

### 4.0 PLAYERS SENT-OFF

4.1 Players shall be sent from the field for the following breaches of the Laws of the Game:

- *Violent conduct*
- *Serious Foul Play*
- *Spits at an opponent or any other person*
- *Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his own penalty area)*
- *Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick*
- *Uses offensive or insulting or abusive language and/or gestures*
- *Receives a second caution in the same match*

4.2 Players that strike, or attempt to intimidate, a referee or an official will be automatically suspended and shall appear before the Judiciary Committee at a time and date set by the Judiciary. The club of any such player shall be notified of time, date, and venue of the hearing in time for them to arrange for any witnesses, that they may wish to be heard, to be present.

4.3 Players who are sent-off may not participate in any other match played on the day.

4.4 Players sent off for Persistent Misconduct shall NOT have their first or second yellow card recorded against them.

## 1.14.6 *FINDINGS OF THE JUDICIARY COMMITTEE*

1.14.6.1 The Judiciary Committee has the power to:

- a) consider the reports of referees, assistant referees, ground Officials and others
- b) decide if the offence is proved
- c) determine and set whatever punishment and/or sanctions that is considers appropriate to the offences and is within these guidelines.

## 1.14.7 *PUNISHMENT*

1.14.7.1 If the Judiciary Committee considers that an offence is proved it must select the appropriate penalty from FNSW schedule.

Also the Judiciary Committee has the right to consider:

- a) the severity of the offence
- b) the player's past record

c) extenuating circumstances.

1.14.7.2 Where the offence is of a relatively minor nature (e.g. preventing goal scoring opportunity) and the player concerned has a previous good record, the Judiciary Committee may choose to issue the player a caution.

1.14.8 *JUDICIARY FILE*

The file containing all Judiciary Hearings, Appeals and General Purpose Tribunal finding shall only be accessible in the office to the Judiciary Committee, General Purpose Tribunal, Appeals Tribunal and the IJFA Executive.

1.14.9 *FINES AND BONDS*

The Judiciary Committee is also empowered to additionally fine or impose bonds on clubs.

1.14.10 *VIOLENCE*

All cases of violence will be severely punished.

1.14.11 *UNABLE TO DETERMINE OFFENCE*

Where the Judiciary Committee is unable to determine the category of a particular offence the IJFA Board shall make the decision.

1.14.12 *USE OF VIDEO EVIDENCE*

Visual aids, video, film, etc, shall not be used to prove that a referee has committed an error. Such visual aids may only be used to verify the identity of a player but may be referred to if further sanctions are contemplated on a guilty player.

**1.15 GENERAL PURPOSE TRIBUNAL (GPT)**

(Investigation to commence within 7 days of receipt of complaint and / or alleged incident)

- 1.15.1 The General Purpose Tribunal (“GPT”) is to investigate and determine any breach of the Constitution, By – Laws or Policies of the Illawarra Junior Football Association by any Member Club or its members, coaches, managers or spectators referred to it by the Executives or the Board of the IJFA including but not limited to:
- a) Disputes between Member Clubs
  - b) Inappropriate behavior of coaches, managers, member clubs and or its members or spectators;
  - c) Any matter other than breaches of the laws of football by players
  - d) conduct which brings, or may bring the game into disrepute
- 1.15.2 Before the General Purposes Tribunal investigates any such complaint, written particulars are to be given to the club, member, club official, or coach, concerned thus giving the party concerned the opportunity to:
- a) appear before the Tribunal
  - b) participate in the enquiry
  - c) offer any defense or submission they consider relevant
- 1.15.3 The General Purpose Tribunal, if satisfied that the complaint or dispute has been proven, may:
- a) Order the payment of financial penalty that may be itemized in the By – Laws;
  - b) Order the doing or not doing or the return of anything;
  - c) Expel, suspend or disqualify any Member Club, club members or spectator from any Football activity for such time as it deems fit;
  - d) Deduct points from any member club in the IJFA competition;
  - e) Make declaration or order specific performance;
  - f) Order rectification or setting aside any document;
  - g) Order the payment of money;
  - h) Order any other sanction as the GPT may determine;
  - i) Expel any Member Club from membership of the IJFA;
  - j) Make such recommendations to the Board of Directors of the IJFA as they may deem appropriate for its enquiry / investigation.
- 1.15.4 The General Purpose Tribunal may dismiss any breach or dispute.

- 1.15.5 The General Purpose Tribunal will consist of a panel of three. The panel may consist of one Executive member of the Board, no more than two ordinary Board members, Life members or other persons with a football background. The panel members must not have an affiliation/ connection with the persons or clubs involved in the hearing.
- 1.15.6 The General Purpose Tribunal panel shall be paid a fee of Ten Dollars (\$10.00) per attendance at hearings and/or meetings by the Association.
- 1.15.7 Where a General Purpose Tribunal is to be convened, the IJFA Executive of the Board shall be notified before hand.  
The findings of The Tribunal is to be relayed to the IJFA Executive with 24 hours either verbally or e-mailed.  
A comprehensive report on the findings must be written and filed in the office within 48 hours.  
The Board to notify relevant parties of GPT findings forthwith.
- 1.15.8 The file containing all General Purpose Tribunal finding shall only be accessible in the office to the Judiciary Committee, GPT, Appeals and the IJFA Executive.

- 1.16 **APPEAL TRIBUNAL**  
(To be arranged within 7 days of receipt of written appeal)
- 1.16.1 **Grounds of Appeal**
- An appeal from any Determination at First Instance shall only be made on any of the following grounds:
- a) Failure to afford procedural fairness;
  - b) Lack of jurisdiction;
  - c) Insufficient evidence;
  - d) Incorrect interpretation of the IJFA By – Laws, Policies or Constitution.
  - e) Severity of the penalty.
- 1.16.2 The Appeals Tribunal shall consist of three (3) members, two (2) of whom shall be alternatives, and a Chairperson. Where possible, members of the Appeals Tribunal shall be devoid of member club affiliation.
- 1.16.3 Members of the Tribunal shall be persons approved by the Board, provided that the Chairperson of the Tribunal may fill casual vacancies from a panel approved by the Board. Persons concerned in the making of the decision that is the subject of the appeal shall be ineligible to be a member of the Tribunal for the appeal. The quorum for a hearing of the Appeals Tribunal shall be three (3).
- 1.16.4 It shall be the duty of the Appeals Tribunal to hear and determine all appeals, made in accordance with these Rules, against decisions of the Board, the Judiciary Committee, General Purpose Tribunal and any other committee or sub-committee set up in accordance with these Rules, other than those involving policy.
- 1.16.5 A notice of appeal should be lodged with the IJFA Office.
- 1.16.6 Appeals against decisions of the Judiciary Committee or General Purpose Tribunal must be lodged in writing, on club letterhead, within seventy-two (72) hours of such decision being made and must be accompanied by an appeal fee of One Hundred Dollars (\$100.00). If the grounds for appeal are not stated clearly in the notice of appeal, or it is not accompanied by the appeal fee, the Appeals Tribunal has the power to reject the appeal.
- 1.16.7 Appeals against decisions of the Board must be lodged in writing, in duplicate, on club letterhead, within seven (7) days of such decision being made and must be accompanied by an appeal fee of One Hundred Dollars (\$100.00). If the grounds for appeal are not stated clearly in the notice of appeal, or it is not accompanied by the appeal fee, the Appeals Tribunal has the power to reject the appeal.
- 1.16.8 On all matters coming before it the Appeals Tribunal shall have the irrevocable authority to uphold the appeal and expunge the penalty or decision from the records, or to reduce the sentence, or to increase or vary the sentence in whichever manner it deems fit and such decisions shall not be subject to any direction or confirmation of the Board.
- 1.16.9 For any appeal upheld by the Tribunal the appellant shall have the appeal fee refunded, in all other cases the refund of the appeal fee, either in whole or in part, shall be at the discretion of the Tribunal.

- 1.16.10 Legal representatives or advisers shall not be permitted to attend or appear at meetings of the Tribunal but competent witnesses may be called by the Chairperson and shall be heard.
- 1.16.11 In the case of an appeal against a sentence imposed on a player by the Judiciary Committee, or by General Purpose Tribunal or by the Board of Directors, the player shall not be entitled to play in any match conducted by, or subject to the control of, the Association until the appeal is heard and the sentence expunged or varied, or until the player has served the confirmed or varied sentence.
- 1.16.12 Where an Appeals Tribunal is to be convened, the Executive of the Board shall be notified before hand.  
The findings of The Tribunal is to be relayed to the IJFA Executive with 24 hours either verbally or e-mailed.  
A comprehensive report on the findings must be written and filed in the office within 48 hours.  
The Board to notify the Appellant(s) of Appeal findings forthwith.
- 1.16.13 The file containing all Appeals Tribunal findings shall only be accessible in the office to the JC, GPT and the IJFA Executive.

**1.17 TEAM POINTS**

- 1.17.1 At the start of each season, all teams are allotted a number of “team points”.
- 1.17.2 Nominated offences carry a number of demerit points which are accumulated to the team. The Board will provide a list of offences and penalties each season.
- 1.17.3 Demerit points will be awarded for offences by players, team officials and spectators.
- 1.17.4 When a team accumulates a given number of demerit points they are given a warning including what may constitute further action.
- When a team accumulates half of their demerit points they are given a first formal warning including what may constitute further action.
- 1.17.5 When a team accumulates three – quarters of their demerit points they are given a second formal warning, including the possibility of being withdrawn from the competition and will be stood down from their next competition match.
- 1.17.6 When a team accumulates the nominated number of demerit points they are withdrawn from the competition / season. Team expulsion will only occur after the team and its Club has appeared before the Board and have failed to show reasonable cause why they should not be expelled.
- 1.17.7 Where it is noted that a club has persistent offenders, the Board may cite the club, if, in its opinion, the Club is not performing its role of Club discipline.
- 1.17.8 This by – law does not supersede other By – Laws whereby the penalty for such demands team withdrawal.

**2.0****SECTION 2:  
COMPETITION PLAYING RULES AND MATCH PROCEDURES****2.1 TEAM SHEETS AND ID CARDS**

- 2.1.1 The HOME team must supply an official IJFA team sheet that must be completed by both teams and made available to the referee prior to the commencement of the game. The team sheet can be amended should players arrive late for a match. A maximum of sixteen (16) players can be put on the team sheet by each team.
- 2.1.2 Each player's name and FFA registration number should be printed on the team sheet to correspond with the number of the playing strip, including substitutes. The player's names and FFA registration numbers must be the same as that printed on the ID Card.
- 2.1.3 The team sheet MUST be endorsed accordingly if a player is playing out of his/her own age group and/or division. If the team sheet is not endorsed for such players then a fine of \$5 per player shall apply.
- 2.1.4 Each player must have his/her ID card inspected by both team managers at the same time and compared with the team sheet in the presence of the Ground Marshall before a player can take part in a match. The Ground Marshall will sign the sheet to verify ID checks. Should an ID card not be available for an individual player(s), then the said player shall not be eligible to take part in that game. Copies of ID cards will not suffice.
- 2.1.5 If ID cards are not produced and inspected prior to the players taking the field, the offending team will incur automatic forfeiture and section 2.7 shall apply.
- 2.1.6 If there is no registration number against a player on the team sheet then a fine of \$5 shall be imposed on the offending club.
- 2.1.7 Any team found guilty of playing an unregistered player(s) shall be fined up to a maximum of \$200 per match and shall lose any points they received per match. The match(es) will be declared a forfeit and By-law 2.18 will be applied.
- 2.1.8 Any team found guilty of playing ineligible players shall be fined \$10 per player and shall lose any points they received for that match. The match will be declared a forfeit and By – law 2.18 will be applied.
- 2.1.9 The coach's and manager's name and registration number must also be printed on the team sheet and correspond with their ID cards. In the case of an acting coach or manager the word 'Acting' is to be shown as the registration number if the person is not registered. A \$5 fine shall be imposed on the club concerned if the details above are not recorded on the team sheet.
- 2.1.10 At the conclusion of the match and after the referee has completed the team sheet, each coach/manager is to ensure that the details are correct and should sign in the appropriate place(s). If there is a dispute then the coach/manager is to report the problem to the Ground Marshall immediately. If the problem cannot be resolved then the coach/manager must submit a written report as outlined in clause 2.3
- 2.1.11 If the club's details and/or scores are incomplete on the team sheet, then a \$5 fine shall be imposed on the HOME CLUB. The total of the fines for this clause shall be \$5 per team sheet.

2.1.12 All Home Clubs who have held games in the previous 7 days shall be responsible for the delivery of all team sheets of all matches to the Association office by each Wednesday 11:30 am. Failure to submit same by the stipulated time shall incur a \$5 fine for each missing team sheet.

2.1.13 All clubs shall email/fax to the competition secretary results of the completed round of Home matches by Sunday 7pm.

## **2.2 PROTESTS**

2.2.1 If, prior to the kick off of a match, a team believes their opponent may be in breach of these By-Laws they must play the match under protest. Teams wishing to play under protest must inform the Ground Marshall and the opposing team manager prior to the start of the match. The protest must be noted in the Incident book or on back of the Team sheet (original) if the book is unavailable.

Failure to do so may lead to the dismissal of any such protest.

2.2.2 Such protests duly noted must be confirmed in writing to the Board by the protesting Club within 48 hours of the match. The Board will then, and only then, will consider the merits of the protest and decide what action is to be taken.

## **2.3 REPORTING AN INCIDENT, DISPUTE OR INJURY ON MATCH DAY.**

2.3.1 If a person wishes to report an incident, accident or injury, a referee, or any other nature then they may approach the Ground Marshall and fill in an incident report via the IJFA Report Form in the book provided at the Home Club or Ground where the event occurred.

A copy of the report must be taken by the person back to the club Secretary. Such incidents duly noted must be confirmed in writing to the Association by the reporting Club within 48 hours of the match if they wish the matter pursued.

2.3.2 The Home Club is responsible for the delivery of the original copy of any incident report(s) filled in who have held games in the previous 7 days to the Association office by each Wednesday 11:30 am

2.3.3 Any incident reports sent in by the Home Club will only be passed onto the Board if

- a) the requirements in 2.3.1 or 2.3.4 are met or
- b) the Executive who review these reports deem it appropriate.

The Board will consider the merits of the case and decide on what action should be taken

2.3.4 If a person wishes to report an incident, accident or injury, a referee, or any other nature and

- a) the Home Club does not have an incident report book or
- b) the Home Club refuses to provide an incident report book
- c) leaves the ground

then the report writer can make the report at his/her home club on the same day as the incident on the IJFA Report Form. If the Club wishes to pursue the matter then they should confirm this in writing, with a copy of the report, to the Association and the Club where the incident occurred within 48 hours.

2.3.5 All Clubs must deal with any report they receive in accordance with the provisions of the IJFA Report Form Book.

**2.4 COMPETITION TIMETABLE**

2.4.1 At the General Meeting prior to the AGM, the Competition Secretary will propose a timetable for the following season which includes registration dates for the clubs to discuss and modify.

2.4.2 Mixed Competition

Games to be played, where possible on Saturdays for Under 10 to Under 14 age groups inclusive and on Sundays for the Under 15 to Under 18 age groups inclusive.

Girls Competition

Games to be played, where possible on Sundays for the Under 10 to Under 18 age groups inclusive

2.4.3 A Club requesting Friday night games must put in a written application to the Association by the General Meeting in January. The Competition Secretary shall consider the request and if granted shall organise matches for any of the age groups, Under 12 – Under 18, of the requesting club for the season. All opposing teams shall be required to participate.

**2.5 CHANGE OF FIXTURES**

2.5.1 No game shall be deferred without the approval of the Competition Secretary. A team guilty of this shall be deemed to forfeit the match or where both sides are guilty the match will be null and void and will not be rescheduled.

2.5.2 Any game played without the approval of the Competition Secretary or Association President shall be declared null and void.

2.5.3 A club requesting a change in the date or time of a fixture must put in a written application to the Association Office 7 days before the match. The competition secretary shall consider the request. If granted the Association shall confirm in writing to both clubs the change of date, time and venue within 3 days. The Club secretary requesting the change will also be responsible to telephone the opposing Club secretary to confirm the change if granted.

2.5.4 The Competition Secretary may change and/or reverse a fixture as required. Confirmation of changes shall be made in writing whenever possible. If the changes occur within 3 days before the advertised draw the changes shall be communicated electronically to Club secretaries.

**2.6 WET WEATHER**

2.6.1 Where cancellation becomes effective due to wet weather, it shall be the responsibility of the secretary or appointed official of the Home Club to notify (by email or telephone) their opposition and the Competition Secretary by 7:00 AM on the day or the previous evening.

2.6.2 Where it becomes necessary to close an entire ground or field(s) and this closure is less than 24hr before the scheduled kick off, it shall be the responsibility of the secretary or appointed official of the Home club to notify their opposition and Competition Secretary by telephone and subsequently confirm by email.

2.6.3 The Competition Secretary shall cancel all grounds on a day if 15 Clubs have their grounds unavailable due to wet weather and shall notify Clubs (by email or telephone) and the relevant radio stations by 7:15 am on the day or the previous evening.

2.6.4 If all grounds are cancelled on the day and no games have been played in a specific age/division in that round then all games will be given a 0-0 result except for sides with a Bye. These games will not count towards a players' suspension.

2.6.5 The Competition Secretary shall reschedule any competition matches washed out, if a match has been played in a specific age/division in that round and providing the matches have a bearing on the semi final positions

**2.7 FORFEITS**

- 2.7.1 Matches shall at all times be played on the ground set down and shall commence at the scheduled time unless otherwise directed by the Competition Secretary or Ground Marshall. A period of grace of ten (10) minutes shall be allowed before a forfeit can be claimed if a team is late.
- 2.7.2 There will be NO period of grace (10) minutes allowed in knockout games.
- 2.7.3 A team must field at least seven (7) registered, eligible players, one of whom must be the goalkeeper. Failure to do so shall result in a team being deemed to have forfeited the match.
- 2.7.4 If a match is not played due to a forfeit but there are sufficient players to play a friendly game that can be done providing all players are registered. The Official team Sheet for the forfeited game must be clearly endorsed "Friendly game".
- 2.7.5 The Team Manager claiming the forfeit shall complete a team sheet with the following information:
- a) Names of Players
  - b) Age group and Division
  - c) Time forfeit claimed and by which team
- 2.7.6 The forfeiting teams' club will be
- a) be fined \$10.
  - b) responsible for paying the appointed referee and assistant referee's fees if at least 24 hours notice has not been given
- 2.7.7 Clubs who have to pay referee's fees for forfeits are to forward to the Association the relevant documentation (i.e. AASRF form which must be used for referee payments) to be reimbursed. The Association shall invoice payment from the Club whose team's forfeited.

**2.8 REFEREES, REFEREES FEES.**

- 2.8.1 At all fixtures conducted by this Association or its Clubs, appointed Certified Referees shall take precedence over all others. Where sufficient certified referees are available they must first be appointed as referees and/or assistant referees as in accordance with 2.8.3 and prior to the ground marshall enacting 2.8.4 and 2.8.5
- 2.8.2 The Association shall support the appointment of a payment to Junior or Senior Referees with the view to having Official Referees at all fixtures.
- 2.8.3 Official referees shall be allocated to grounds by the Club Referees Appointments Officer who must ensure that the Illawarra Soccer Referees Association (ISRA) guidelines are followed.  
The ISRA can allocate official referee appointments to competition matches which must be adhered to by clubs.  
All Official Referees and Assistant Referees shall be paid by the Home Club, (i.e. the first team on the draw.), for their services at the specified rate.
- 2.8.4 Where no referees are appointed it becomes the responsibility of the Home Club. The Ground Marshall shall be responsible for nominating the referee, who should not be less than two (2) years older than the age group concerned (and not less than 14) and shall have had previous soccer experience. Should a match not be played because of the non-appointment

of a club referee the game becomes null and void.

2.8.5 That where there are insufficient Assistant Referees, the Ground Marshall must first ask, the away team, to provide the make-up officials.

2.8.6 Coaches and Managers who are registered with the two teams involved must not officiate as a referee or assistant referee during the course of their game. Any breach of this clause will result in the offending team forfeiting the match as per By – Law 2.18

2.8.7 Players who are registered with the two teams involved must not officiate as a referee or assistant referee during the course of their game. Any breach of this clause will result in the offending team forfeiting the match as per By – Law 2.18

## **2.9 REPORTS ON COACHES, MANAGERS, OFFICIALS BY REFEREES OR ASSISTANT REFEREES**

2.9.1 Any reports received from referees or assistant referees (linesmen) alleging misconduct by coaches, managers or club officials shall be referred to the General Purpose Tribunal.

## **2.10 COACHES**

2.10.1 All coaches and managers of teams must remain within a distance of five (5) meters on either side of the halfway line on the same side of the field or in the marked technical area during the course of a game. Should the playing field/ground be so marked with a technical area/s in accordance with FIFA regulations, then these are to be utilized in lieu of the preceding ruling. Coaches and Managers ID cards to be worn on a lanyard. A generic acting coach/manager card can be used if necessary.

2.10.2 Coaches and Managers must not officiate as a referee or assistant referee during the course of their match. Any breach of this section will result in the game being declared a forfeit against the offending team and normal rules of a forfeit will apply as per By – Law 2.18. For the purpose of this clause the Coach and Manager are deemed to be the person(s) registered with the IJFA as the coach or manager of that team regardless of whether their name appears on that games team sheet

## **2.11 PLAYING EQUIPMENT**

2.11.1 Players in all matches must appear in correct uniform comprising shirt, shorts, shin-pads, socks and approved enclosed footwear and strictly adhere to club colours at all times. Players may have extra equipment as per the Laws of FIFA (Law 4 and its interpretation) providing it poses no danger to the player or other players.

2.11.2 Under no circumstance can jewellery be worn by players. This means earrings; studs and piercings must be removed before playing. Taping is not allowed. *Laws of FIFA Law 4 – Jewellery*

2.11.3 Under no circumstances can hair clips, bobby pins or headbands of plastic, metal or hard materials be worn on the field of play. *Laws of FIFA Law 4 – Safety*

2.11.4 The use of soccer metal studs is allowed on footwear during any matches controlled by the Association.

2.11.5 Where colours clash, in the opinion of the referee, the away team must change (the home team will provide an alternate strip or bibs).

2.11.6 Any player in competition not having the correct equipment shall not be permitted on the field.

2.11.7 Each club is to ensure a fully equipped First Aid Kit is available at each home game.

**2.12 DURATION OF MATCHES**

- 2.12.1 Under 10, 11,12 25 minutes each way  
Under 13, 14 30 minutes each way  
Under 15, 16 35 minutes each way  
Under 17, 18 40 minutes each way
- 2.12.2 In all matches there shall be 5 minutes for half time, except for matches whose game time is 90 minutes where half time shall be 10 minutes. No extra time will be allowed in a match. The Ground Marshall has the authority to shorten games in extreme situations if a match commences later than the scheduled time providing both halves are divided equally.

**2.13 BALL SIZES**

- 2.13.1 The Home Club will provide match balls
- Under 10, 11, 12, 13 Size 4
- Under 14 and over Size 5

**2.14 BORROWING PLAYERS**

- 2.14.1 If a Club has two or more teams in the same division, then neither team can borrow players from each other.
- 2.14.2 No player is allowed to play up in any division more than two years above the lowest age group to which he/she is entitled to register; e.g. A player who could play U12 and is registered U13 cannot be borrowed for an U15 match.
- 2.14.3 Players only to be borrowed from:-
- (1) within the age group, from a lower division
  - (2) a one year lower age group of the same division or lower
  - (3) a two year lower age group from any division
  - (4) for the purpose of substitute players for mixed teams, female players borrowed from female teams are graded as the lowest division
  - (5) A girl cannot be borrowed into mixed teams for U16 and higher unless:
    - (a) A request is made to the Association by the Club, at least 1 week before the match
    - (b) Permission in writing is obtained by parent(s) or guardians stating reasons AND
    - (c) A report from a qualified level 2 (Youth licence) coach is provided which assesses the girls' suitability for that team and division, and includes comments on whether she has the strength, stamina or physique to play with other members of the team and against players of mixed gender in that age group.

Upon the request and the report, the Board shall make a determination on the registration and such determination shall be valid for the current season.

- 2.14.4 Until U10 teams are graded into divisions then where a Club has 2 or more teams the "A" team is recognised as the stronger and higher team, the "B" team the next strongest & highest etc. This allows the "A" team to borrow "B" or "C" players etc. Similarly the "B" team can borrow "C" players etc.

However the reverse is not allowed i.e. a "B" team cannot borrow "A" players etc.

When U10 teams are graded into division then 2.14.1, 2.14.2 applies

- 2.14.5 Initially all U10 teams to be classed as fifth division, only for the purposes of using U10 players as substitutes in an U11 competition. Otherwise 2.14.2 applies. This rule will not be in effect when the U10 teams are graded into divisions during the competition.

**2.15 REPLACEMENT OF PLAYERS**  
***(Borrowing players must comply with By-Law 2.14)***

- 2.15.1 In all competition matches five (5) players may be used as substitutes, all of whom must wear coloured bibs whilst on the sideline or in the dugout.

- 2.15.2 Unlimited interchanging of players is permissible at any time during the game in all age groups.

For U/10's to U/18s, interchange procedures shall be as follows: -

- a) "Interchange zone" will be an area one metre either side of the halfway line.
- b) An interchange is one, which is made when the ball is out of play and for which the following conditions shall be observed:
  - i) The player leaving the field shall do so from sideline, crossing over at the sector called the interchange zone.
  - ii) The player entering the field shall also do so from the Interchange zone, but not until the player leaving the field has passed completely over the sideline.
  - iii) A Player nominated for interchange shall be subject to the authority and jurisdiction of the referee whether called upon or not.
  - iv) The interchange is complete when the player who was off the field hands the bib he/she was wearing to the player being removed from the field, who then wears the bib until he/she goes back onto the field.
- c) The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field of play.
- d) 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, then caution the interchange player and then restart the game.
- e) If during an interchange, an interchange player enters the field or a replaced player leaves it from a place other than the interchange zone, the referee shall caution the offending player.
- f) The interchanging of players will cease, at the completion of normal and extra time. If at this time penalty kicks are required to obtain a result then the eleven (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.

**2.16 CORNER KICKS**

Corner kicks in U10 to U12 mixed and U10G to 12G grades shall be taken on the spot which MUST be marked 8 yards (7.32 metres) from the **PENALTY AREA** providing that it remains inside the field of play (taken from the normal corner)

**2.17 GOAL KICKS AND FREE KICKS**

In the U10 mixed, U10G and U11G grades, goal kicks shall be taken from the imaginary line drawn through the penalty spot. Free kicks awarded to the defending team, which occur inside the penalty area between the goal line and imaginary line shall be taken from the imaginary line.

**2.18 COMPETITION POINTS, BYES and FORFEIT PENALTIES**

2.18.1 Points shall be allocated as follows:

Win by forfeit	3 points and 3 – 0 result
Win by result	3 points
Draw	1 point
Loss	0 points
Loss by forfeit	0 points and 0 – 3 result

2.18.2 If a match has actually been played but declared a forfeit then a 3 - 0 result will be awarded to the opposition unless the match result has a greater goal difference.

**2.19 LEAGUE CHAMPIONS**

The team with the largest amount of points at the end of the competition shall be declared League Champion. Should there be a tie on points then the following method shall apply: -

- (1) Best goal difference. If still tied then
- (2) Most goals scored.

This method will apply in determining the top four teams.

**2.20 SEMI FINALS, FINALS, GRAND FINALS****2.20.1 Qualification**

The qualification for semi - finals shall be determined by the Competition Secretary for each division and published at the beginning of the season.

2.20.2 The Competition Secretary will decide the dates and venues by Round 15. Applications to host Semi – Final, Final or Grand Final matches close by the date of the General Meeting in January.

**2.20.3 Method of Play****a) 6 Team, 7, Team 8 Team, 9 Team, 10 Team competitions**

Semi Finals: 1 v 2 (Major) 3 v 4 (Minor)  
 Final : Loser of Major v Winner of Minor  
 Grand Final: Winner of Major v Winner of Final

**b) 4 Team competitions**

Grand Final: 1<sup>st</sup> v 2<sup>nd</sup>

**c) 5 team competitions**

Semi Final : 2<sup>nd</sup> v 3<sup>rd</sup>  
 Grand Final 1<sup>st</sup> v Winner of semi

**d) 11 team, 12 team, 13 team , 14 team or higher competitions**

Semi Finals  
 1<sup>st</sup> v 6<sup>th</sup>, 2<sup>nd</sup> v 5<sup>th</sup>, 3<sup>rd</sup> v 4<sup>th</sup>

**Finals**

The three winners of the semi finals and the highest ranked team losing based on the league champion competition will play as follows

Top Ranked Winner v Top Ranked Loser  
 2<sup>nd</sup> Ranked Winner v 3<sup>rd</sup> Ranked Winner

Grand Final: Winners of the Finals

**e) Wet Weather Cancellations**

In the event of wet weather cancellations during semi – finals, then the draw will be amended as follows:

**6 Team competitions and higher**

Semi Finals: 1 v 4 (Q1) 2 v 3 (Q2)  
 Grand Final: Winner of Q1 v Winner of Q2

In the event of wet weather cancellations during finals or grand finals, then the spare weekend will be used.

The winner of the Grand Final shall be declared Grand Champion and the loser shall be known as Grand Finalists.

**2.20.4 Player Eligibility**

A player is eligible to play for a team which qualifies if

- a) The player is registered for that team OR
- b) The player is from another registered team of that Club and meets the requirements of By-Law 2.14 AND
- c) Has played a minimum of 4 matches with the Club. (Byes and wet weather cancelled rounds excluded)

**2.20.5 Results of Matches**

- a) The winner of each match shall be determined by goals in normal time. In the event of a draw, in any one of the matches, ten (10) minutes each way will be played in extra time. If the game is still drawn after extra time then penalty kicks shall take place. A five (5) minute break is to be taken between full time and the commencement of extra time. If at the conclusion of extra time one team has finished with less than 11 players, both teams are to have equal number of players on the field prior to penalty kicks commencing. Goal keepers can be changed from the players who are on the field at the end of extra time.

**b) Penalty Kicks**

- i) 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 5 kicks 1 team has scored more goals than the other could (even if it were to complete its 5 kicks) the taking of further kicks shall cease. 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 shoot out.
- ii) If teams still equal they shall continue to take alternate kicks until one misses. Both teams must complete same number of kicks.
- iii) No player is to take more than (1) kick until all of the players on the field have taken part.
- iv) No member of either team is permitted to leave the field of play until a result in the match has been achieved.
- v) Substitutes & Officials are not allowed onto the field until a result in the match has been achieved.

**2.20.6 Duration of Matches**

The length of matches shall be the same as in the League Competition but injury and stoppage time shall be included at the discretion of the referee.

**2.20.7 Referee's Fees**

In all matches the referee fees will be a 25% increase on normal rates. Both teams share equally in the costs of referee's fees, which must be paid on the day of the game.

**2.20.8 Wet Weather**

- 2.20.8.1 Where cancellation of semi finals, finals or grand finals becomes effective due to wet weather, it shall be the responsibility of the secretary or appointed official of the host Club to

make that determination and notify the Competition Secretary by 7:00 AM on the day or the previous evening.

- 2.20.8.2 In the event of ground cancellations due to wet weather on the spare week-end for the Grand finals then the Grand Champion will be the winner of the Major semi – final or the team who finished higher on the league championship, as determined from By – law 2.19, from the winners of Q1 and Q2.

**2.21 TROPHIES - LEAGUE and GRAND CHAMPION**

2.21.1 Perpetual League and Grand Champion trophies shall be returned to the Association by the 1st June of each year. Clubs who fail to return trophies by this date will be fined \$20 per trophy. Clubs who fail to return trophies by 1st July will be fined \$100 per trophy and shall pay for a replacement trophy.

2.21.2 Loss or repairs to damaged trophies shall be paid for by the offending clubs. Such repairs to be carried out before being returned by due date.

2.21.3 Sixteen (16) trophies or medallions (at the discretion of the Board) per team be purchased for League Championship and Grand Finals.

**2.21.4 Presentations**

League Champions and Grand Champions trophies will be awarded on the day after their playing commitments. Teams coming runner-up in Grand Championships will be presented a small memento on the day. All teams receiving trophies or mementos shall participate in presentations and not leave until all players have received their rewards.

**2.22 MASS WALKOUT**

2.22.1 Any team which causes a match to be terminated before its natural conclusion, through a mass walk out or refusal to allow play to continue shall be deemed to have committed a serious misconduct against the Association and shall be liable to such penalties as shall be determined by the Executive and/or Board.

2.22.2 In such cases, the team guilty shall be treated as a 0-3 loss unless the score is greater at the time of the walk-off.

**2.23 PLAYER INJURIES**

2.23.1 When play is stopped for an injured player, then initially the coach or manager should go to the aid of the player when called upon by the referee.

2.23.2 Where possible the injured player should be taken from the field of play and receive treatment but only if the player is able to move of his/her own free will. The consent of the player's parent or guardian should be obtained if he or she is in attendance. A stretcher should not be used.

2.23.3 If the injured player has sustained a serious injury and cannot be removed from the field of play then:-

- a) The first priority shall be the safety and well being of the player.
- b) In competition rounds, play will be suspended until the player is treated and the Ground official will decide if the match can continue. If the match is abandoned then the referee shall indicate the score and time when the match was stopped. The Board shall decide the outcome of this match.
- c) In semi-finals, finals and grand finals, play will be suspended until the player is treated and the Competition Secretary or Ground official will decide if the match can continue. If the match is abandoned then the referee shall indicate the score and time when the match was stopped. The Board shall decide the outcome of this match.

2.23.4 Injuries must be reported via the Incident/Injury report form.

## 3.0

## SECTION 3:

**OPTUS SMALL SIDED GAMES & ROO BALL****PLAYING RULES AND MATCH PROCEDURES*****Preamble***

These rules and guidelines are to be used for all OSSG & ROOBALL games in the IJFA.

It provides a safe and enjoyable opportunity for children to learn to play the game. The LAWS are modified with this in mind.

OSSG & Roo Ball uses small fields, reduced player numbers and small goals that are more in tune with the development needs of junior players.

In 2010, OSSG will be conducted for children in U6, U7 and U8 age groups. It is anticipated that we will continue to roll out OSSG to U9 in 2011, and possibly U10 in 2011 in accordance with the policies of FNSW and FFA.

In 2010, Roo Ball will continue for children in U9 age groups. A few extra rules are added to try and give them a better understanding of the Laws of the Game for their entry into competition. It is anticipated that Roo Ball will only be conducted in U9 in 2010 and by 2011 OSSG will be phased in for U6 – U9 with a possibility for U10.

The main emphasis of SSG & Rooball is for all children :

- \* to have fun
- \* to have more opportunity to participate in the game with reduced number of players
- \* to improve skills
- \* to gain a basic understanding of the Laws of the Game

Coaches, parents and spectators should be made aware that SSG & Rooball is non competitive and common sense should be used by all to ensure that all children enjoy this sport. For further information on SSG, please refer to the IJFA website.

To meet the requirements of insurance, it is essential that By –law 3.1 (REGISTRATION) and 3.2 (TEAM SHEET AND ID CARD CHECK) are adhered to.

**3.1 REGISTRATION**

All players must be registered and have Identification (ID) cards issued in accordance with the Association By – Laws 1.6 before any player can play.

**3.2 TEAM SHEETS AND ID CARDS**

3.2.1 A team sheet must be filled in for all OSSG & Roo – Ball matches, before the match is played. If a team does not fill in the team sheet (i.e. no names and/or ID numbers are recorded) then a fine of \$20 shall apply on the first occasion against the club concerned. If the same team breaches this clause on other occasions then the matter will be referred to the Board.

3.2.2 The HOME team must supply an official IJFA team sheet.

3.2.3 The coach's and managers' name and registration number must also be printed on the team sheet and correspond with their ID cards. In the case of an acting coach or manager the word 'Acting' is to be shown as the registration number if the person is not registered. A \$5 fine shall be imposed on the club concerned if the details above are not recorded on the team sheet.

3.2.4 Each player's name and registration number should be printed on the team sheet. The player's names and registration numbers must be the same as that printed on the ID Card.

3.2.5 Each player must have his/her ID card inspected by both team managers and compared with the team sheet before a player can take part in a match. Should an ID card not be available for an individual player(s), then the said player shall not be eligible to take part in that game.

3.2.6 Any team found guilty of playing an unregistered player(s) shall be fined up to a maximum of \$200 per match.

3.2.7 All Home Clubs who have held games in the previous 7 days shall be responsible for the delivery of all team sheets of all matches to the Association office by each Wednesday 11:30 am. Failure to submit same by the stipulated time shall incur a \$5 fine, in total, for all team sheets in that round.

**3.3 FIXTURES**

The Roo Ball convener shall organize fixtures. All games are played on Saturday.

**3.4 SOCIAL DAYS**

Throughout the season various Clubs host Social days for SSG & Rooball teams to participate in. The host club invites other clubs to these days which are mainly played on Sunday's. There is no fee for teams participating. The format is a Round robin. In no circumstances is there to be a knockout conducted as this goes against the principals of OSSG & Rooball.

**3.5 WET WEATHER (Please note contact is the Competition Secretary)**

- 3.5.1 Where cancellation becomes effective due to wet weather, it shall be the responsibility of the secretary or appointed official of the Home Club to notify their opposition and the Competition Secretary by 7:00 AM on the day or the previous evening.
- 3.5.2 The Competition Secretary shall cancel all grounds on a day if 15 Clubs have their grounds unavailable due to wet weather and shall notify Clubs (by email or telephone) and the relevant radio stations by 7:15 am on the day or the previous evening.
- 3.5.3 Any game cancelled due to wet weather is not rescheduled.

**3.6 FORFEITS**

It is a common courtesy to give warning to other Clubs of cancelled games as soon as possible. A fine of \$10 shall be imposed on any team forfeiting if adequate notice to the opposing team is not made.

**3.7 COACHES.**

There shall be no on-field coaching. Only one adult who is the referee of the match is permitted on the field. All coaching should come from the coach in a gentlemanly/ladylike fashion. Differences of opinion should be settled in a civilized manner. USE COMMON SENSE PLEASE! If there is a major problem see the Ground Marshall.

**3.8 PLAYER'S EQUIPMENT**

- 3.8.1 A player taking the field of play shall not wear anything which is dangerous to themselves or to another player. The basic compulsory equipment for each player shall consist of a shirt, shorts, socks, shin pads and enclosed footwear. Shin pads must be entirely covered by the socks. The goal keeper (Rooball) shall wear colours which distinguish him from all other players.
- 3.8.2 Under no circumstance can jewellery be worn by players. This means earrings; studs and piercings must be removed before playing. Taping is not allowed. *Laws of FIFA Law 4 – Jewellery*
- 3.8.3 Under no circumstances can hair clips, bobby pins or headbands of plastic, metal or hard materials be worn on the field of play. *Laws of FIFA Law 4 – Safety*
- 3.8.4 The use of soccer metal studs is allowed on footwear during any matches controlled by the Association.

**3.9 Procedure for REPORTING AN INCIDENT, DISPUTE OR INJURY ON MATCH DAY.**

The procedures will be the same as for Graded competition teams. By – Law 2.3 is reproduced below

**By – Law 2.3**

2.3.1 If a person wishes to report an incident, accident or injury, a referee, or any other nature then they may approach the Ground Marshall and fill in an incident report via the IJFA Report Form in the book provided at the Club or Ground.

A copy of the report must be taken by the person back to the club Secretary. Such incidents duly noted must be confirmed in writing to the Association by the reporting Club within 48 hours of the match if they wish the matter pursued.

2.3.2 The Home Club is responsible for the delivery of the original copy of any incident report(s) filled in who have held games in the previous 7 days to the Association office by each Wednesday 11:30 am

**2.3.3 Any incident reports sent in by the Home Club will only be passed onto the Board if**

- a) the requirements in 2.3.1 or 2.3.4 are met or
- b) the Executive who review these reports deem it appropriate.

The Board will consider the merits of the case and decide on what action should be taken

2.3.4 If a person wishes to report an incident, accident or injury, a referee, or any other nature and

- a) the Home Club does not have an incident report book or
- b) the Home Club refuses to provide an incident report book
- c) leaves the ground

then the report writer can make the report at his/her home club on the same day as the incident on the IJFA Report Form. If the Club wishes to pursue the matter then they should confirm this in writing, with a copy of the report, to the Association and the Club where the incident occurred within 48 hours.

2.3.5 All Clubs must deal with any report they receive in accordance with the provisions of the IJFA Report Form Book.

**3.10 ROO BALL MODIFIED LAWS U9****3.10.1 THE FIELD OF PLAY****3.10.1.1 Dimensions**

The field of play should be rectangular. In the adult game large variations in the length and breadth are allowed. In view of the fact that Rooball may be played on the quarters or halves of a main adult field there will still be variations.

**3.10.1.2 Recommended Sizes**

U9 : Maximum 70m x 50m Minimum 40m x 45m

**3.10.1.3 Markings:**

To simplify the markings there is to be a halfway line, a centre spot and a goal area. (A radius of 7 metres from the centre spot may be marked.)

**3.10.1.4 The Goal Area**

U9 : A rectangle with a width of 8 metres and a length of 8 metres marked from each goal post shall be marked at each end of the field. No person shall be allowed within the same dimensions directly behind the goal area.

**3.10.1.5 The Corner Area**

There is no need for the corner area to be marked for Rooball. Corners can be taken from the point where the goal line and side line meet.

**3.10.1.6 The Goals**

It is important for younger players that the goal size is closely related to their age.

U9 : Goals should be approximately 1•8 metres to 2•0 high and 6 metres wide.

They shall be placed on the goal line equidistant from each corner. They shall be white in colour.

Goals must be securely anchored to the ground. Nets, securely attached to the goals are recommended.

**3.10.2 DURATION OF MATCHES**

3.10.2.1 Under 9 The duration of the game shall be two equal periods of 20 minutes

3.10.2.2 At half time the interval shall be 5 minutes for both age groups.

3.10.2.3 **NB** : It is important to be on time and play these time periods. It is likely that there are other games which follow your game. If a ground is running behind then the Ground Marshall has the authority to shorten the match. (at most 3 minutes of each half)

**3.10.3 BALL SIZES**

The Home Club will provide a size 3 match ball for all Rooball games.

**3.10.4 NUMBER OF PLAYERS**

The number of players for Rooball provides for the optimum involvement and development of the younger player and should be:

U9 : nine players including the goal keeper.

Interchange of players is permitted during all Rooball games. Interchanging is encouraged to provide each player equal time and a chance for a supportive coach to help the younger player. The interchange can be conducted while the ball is in play.

COACHES PLEASE NOTE: THE AIM IS TO HAVE REDUCED NUMBERS! IT IS NOT PERMITTED TO HAVE TEN OR ELEVEN PLAYERS ON THE FIELD!

**3.10.5 REFEREES**

3.10.5.1 At all fixtures conducted by this Association or its Clubs, appointed Official Referees shall take precedence over all others. The Official Referee shall be paid by the Home Club for their services at the specified rate.

3.10.5.2 Where no official referees are available, then the Ground Marshall shall be responsible for nominating the referee.

3.10.5.3 The role of the referee in such games should be to encourage the participants and offer constructive advice where appropriate, and also give positive praise to players from both sides.

3.10.5.4 *The referee shall stop play immediately if a player is injured.*

**3.10.6 THE START OF PLAY**

A game is started by a kick – off from the centre mark. All opposition players must be in their own half of the field and a radius of 7 metres from the ball.

**3.10.7 CORNER KICKS**

Corners can be taken from the point where the goal line and side line meet. Opposing players should be 7 metres from the ball.

**3.10.8 GOAL KICKS**

Goal kicks may be taken from anywhere within the goal area. Opponents must be 7 metres from the ball.

**3.10.9 THROW IN**

At Rooball level players should be given a second chance if the first throw is invalid. The referee or coach should assist the player to achieve the correct method. Following two foul attempts then the throw-in is given to the opposing team.

**3.10.10 OFF SIDE**

As part of the preparation for grading competition the following year, off side shall be penalised as in accordance with the Laws of the Game (Law 11). The referee shall be the sole judge and will award an indirect free kick for “obvious” and “active involvement” in the interpretation of offside.

**3.10.11 FOULS AND MISCONDUCT**

This is an important rule and relates to the behaviour of players during play. In the adult game a player may not kick, trip, jump at, strike, hold, push, charge from behind or violently charge an opponent. The law emphasizes the need for players to behave in a manner appropriate for a sportsperson.

At Rooball level it is important for the referee to consider the intention of the players relative to the above offences and at all times encourage sporting conduct.

Only goalkeepers may touch the ball with their arms or hands, and only within their own goal area.

Players who use their hands to protect themselves from being hit with the ball should not be penalised.

**3.10.12 FREE KICKS – INDIRECT**

In Roo ball all free kicks are deemed to be indirect except if a foul is committed against the attacking team inside their opponents goal area a Penalty Kick shall be awarded.

All of the opposing players should be at least 7 metres from the ball when a free kick is taken.

If a free kick is awarded to the defending team within their goal area, the kick can be taken from anywhere inside the goal area. All other free kicks are taken from where the foul occurs.

**3.10.13 RESULTS**

No points or results are recorded or kept in Roo Ball.

**3.11 Optus Small Sided Games (OSSG) MODIFIED LAWS U6 – U7**

**Please note: As this is the second year of implementation, the Board may make changes to these modified laws as the season progresses. Common sense should ALWAYS be used.**

**3.11.1 THE FIELD OF PLAY****3.11.1.1 Dimensions**

The field of play should be rectangular in shape. 30m x 20 m

**3.11.1.2 Markings:**

The boundary of the field is to be marked either with cones, markers or painted line markings.

**3.11.1.3 The Goal Size**

The size of the goal should be:

U6 & U7 Minimum 1.5m x 0.9 metres Maximum 2.0 x 1.0 metres

Goals, markers, poles or flags can be used as goals.

**3.11.1.4 The Penalty Area**

U6 & U7: There is no penalty area

**3.11.1.5 The Corner Area**

There is no need for the corner area to be marked for these age groups.

**3.11.2 DURATION OF MATCHES**

3.11.2.1 Under 6 & 7 The duration of the game shall be two equal periods of 15 minutes.

3.11.2.2 At half time the interval shall be 5 minutes for all age groups.

3.11.2.3 The Home Club can appoint an official time keeper independent of the referee to keep fixtures on time. A siren or equivalent should be used to Start the match, indicate half – time, end of half time, start the second half, end the match.

3.11.2.3 **NB** : It is important to be on time and play these time periods. It is likely that there are other games that follow your game. If a ground is running behind then the Ground Marshall has the authority to shorten the match. (at most 3 minutes of each half)

**3.11.3 BALL SIZES**

The Home Club will provide a size 3 match ball for all OSSG games.

### 3.11.4 NUMBER OF PLAYERS

Under 6 & 7: 4 v 4 and no goalkeeper. Maximum of two (2) substitutes who may rotate during the entire game. The coach is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

Recommend that players are rotated every 5 minutes for maximum playing time

Example of players on field

ABCD 5min, ABEF 5 min, CDEF 5 min Each player gets 10 min on the field per half.

### 3.11.5 REFEREES

3.11.5.1 The Ground Marshall shall appoint a Game Leader who can be a club official, parent, older child/player at least 12 years old or beginning referee for the fixture.

Only appointed Official Referees (active members of the ISRA) shall be paid by the Home Club for their services at the specified rate.

3.11.5.2 The main role of the game leader is to keep the game moving fluently, limit stoppages and assist players with all match re-starts. Most importantly, they must make every effort to create an environment that ensures that all players have fun and have maximum involvement. Most importantly - Remember the children are learning the game – be flexible and patient. As game leader his or her main role is to keep the game moving fluently and with minimal breaks. The game leader will explain and assist players with all match restarts. The game leader must use common sense to ensure that the game flows as much as possible.

Restarts

Approximately three seconds should be used for a restart. Use Ready – set – go.

3.11.5.3 ***The game leader shall stop play immediately if a player is injured.***

### 3.11.6 THE START OF PLAY

A game is started by a kick forward to a teammate from the middle of the halfway line. All players must be in their own half of the field. Opposition players must be at least 5 metres from the ball until it is play. The ball must touch a teammate before a goal can be scored.

### 3.11.7 BALL IN AND OUT OF PLAY

3.11.7.1 The ball is out of play when it has wholly crossed the goal line or the touch line on the ground or in the air, or when play has been stopped by the referee.

3.11.7.2 To encourage quick restarts and decision-making under pressure, the team in possession has three seconds to recommence the play from a restart.

This can be done by the game leader having a countdown of "Ready-set-go!" Defenders should be 4.5m away from the ball except after goal kicks (3.11.9) and restarting after a goal (3.11.13) See below

When the game leader shouts out: "Go!", the ball is deemed to be in play and the defending team can encroach within the 4.5m zone and attempt to win the ball.

**3.11.8 RESTART WHEN THE BALL CROSSES THE TOUCH LINE**

There is no throw in. A player from the opposing team, to the player that touched the ball last before crossing the touch line, will place the ball on the touch line and pass or dribble the ball into play. Opponents must be at least 5m away from the ball until it is play. The ball must touch a teammate before a goal can be scored.

**3.11.9 RESTART WHEN BALL CROSSING THE GOAL LINE (and is not a Goal)**

Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a teammate before a goal can be scored.

**3.11.10 CORNER KICK**

There are no corner kicks. See 3.11.9

**3.11.11 GOAL KEEPER**

U6 & U7: There is no goal keeper

The game leader, coaches and managers should continually discourage children from permanently standing in front of the goal. All players should be encouraged to move with the ball.

**3.11.12 METHOD OF SCORING**

A goal is scored when the whole ball crosses the line between the goal posts and under the cross bar unless it is directly from a kick off, goal kick, touch restart or an indirect free - kick.

When original goals or goal posts (poles) are not available and cones are used for goals then a goal is scored when the ball passes between the cones without knocking them over.

**3.11.13 RESTART AFTER A GOAL**

After a goal has been scored the game is started by a kick forward to a teammate from the middle of the halfway line. All players must be in their own half of the field. Opposition players must be at least 5 metres from the ball until it is play. The ball must touch a teammate before a goal can be scored.

**3.11.14 OFF SIDE**

There is no off side in these age groups, but deliberately placing a player or players in an off side position is contrary to the spirit of the game and is to be discouraged.

**3.11.15 FOULS AND MISCONDUCT**

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

Most acts of handball or fouls and misconduct at this level are caused by a lack of coordination, with no intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act of handball, foul or misconduct has occurred, explain to the child they have done the wrong thing and that they should not do this again.

Players who use their hands to protect themselves from being hit with the ball should not be penalised.

**3.11.16 RESULTS**

No points or results are recorded or kept in SSG.

**3.12 Optus Small Sided Games (OSSG) MODIFIED LAWS U8**

**Please note: As this is the first year of implementation, the Board may make changes to these modified laws as the season progresses. Common sense should ALWAYS be used.**

**3.12.1 THE FIELD OF PLAY****3.12.1.1 Dimensions**

The field of play should be rectangular in shape. Sizes for each age group are as follows:

Min 40m x 30m to max 50m x 40m

**3.12.1.2 Markings:**

The boundary of the field is to be marked either with cones, markers or painted line markings.

**3.12.1.3 The Goal Size**

The size of the goal should be:

U8: Minimum 2.5m x 2.0m Maximum 3.0m x 2.0m

Goals, markers, poles or flags can be used as goals.

Should a club not be able to do this in the first instance, the 5m x 2m goal is most acceptable for use on fields for the Under 8 age group.

**3.12.1.4 The Penalty Area**

U8: 5m depth x 12m width

The penalty area can be marked through use of marked lines, flat or soft markers or cones.

**3.12.1.5 The Corner Area**

There is no need for the corner area to be marked for OSSG. Corners can be taken from the point where the goal line and side line meet.

**3.12.2 DURATION OF MATCHES**

3.12.2.1 Under 8 The duration of the game shall be two equal periods of 20 minutes.

3.12.2.2 At half time the interval shall be 5 minutes for all age groups.

3.12.2.3 The Home Club can appoint an official time keeper independent of the referee to keep fixtures on time. A siren or equivalent should be used to Start the match, indicate half – time, end of half time, start the second half, end the match.

3.12.2.3 **NB** : It is important to be on time and play these time periods. It is likely that there are other games that follow your game. If a ground is running behind then the Ground Marshall has the authority to shorten the match. (at most 3 minutes of each half)

### 3.12.3 **BALL SIZES**

The Home Club will provide a size 3 match ball for all OSSG games.

### 3.12.4 **NUMBER OF PLAYERS**

Under 8: 7 v 7 one who is a goalkeeper. Maximum of two (2) substitutes who may rotate during the entire game. The coach is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

Recommend that players are rotated every 5 minutes for maximum playing time

Example of players on field (1<sup>st</sup> Half: ABCDEFG 5min, ABCFGHI 5 min, ADEFGHI 5 min, ABCFGHI 5 min

2<sup>nd</sup> Half: BCDEFGH 5 min, BAEFGHI 5 min, BACDGH 6 min, BACDEFI 5 min

A\* 35 mins, B\* 35 mins, (A is the goal keeper 1<sup>st</sup> half and B is the goal keeper 2<sup>nd</sup> half)  
C 30 mins, D 30 mins, E 30 mins, F 30 mins, G 30 mins H 30 mins, I 30 mins

### 3.12.5 **REFEREES**

3.12.5.1 The Ground Marshall shall appoint an Instructing Referee who can be a club official, parent, older child/player at least 12 years old or beginning referee for the fixture. Only appointed Official Referees (active members of the ISRA) shall be paid by the Home Club for their services at the specified rate.

3.12.5.2 The main role of the instructing referee is to control the game to ensure it is played fluently and instruct and correct the players (with minimal blowing of the whistle) on how to behave and what the rules are, e.g. what a foul is, what a free kick is and how to throw in etc... Should these indiscretions happen a second time the referee should stop the game and apply the appropriate action and decisions.

Restarts

Approximately three seconds should be used for a restart. Use Ready – set – go

3.12.5.3 ***The instructing referee shall stop play immediately if a player is injured.***

### 3.12.6 **THE START OF PLAY**

A game is started by a kick forward to a teammate from the middle of the halfway line. All players must be in their own half of the field. Opposition players must be at least 5metres from the ball until it is play. The ball must touch a teammate before a goal can be scored.

### 3.12.7 **BALL IN AND OUT OF PLAY**

3.12.7 The ball is out of play when it has wholly crossed the goal line or the touchline on the ground or in the air, or when the referee has stopped play.

### 3.12.8 **RESTART WHEN THE BALL CROSSES THE TOUCH LINE**

A player from the opposing team throws the ball into play. Opponents must be at least 5m away from the ball until it is play. The ball must touch a teammate before a goal can be scored.

**3.12.9 RESTART WHEN THE BALL CROSSES THE GOAL LINE TOUCHING THE ATTACKING TEAM LAST (and was not a goal)**

Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area. The ball is in play once it is kicked directly out of the penalty area.

**3.12.10 RESTART WHEN THE BALL CROSSES THE GOAL LINE TOUCHING THE DEFENDING TEAM LAST (and was not a goal)**

Corner kick. This can be taken from the point where the goal line and side line meet or inside an arc that has been marked. Opposing players should be 5metres from the ball. The player must kick or pass or the ball into play. The ball must touch another player before he / she can touch it again.

**3.12.11 GOAL KEEPER**

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the goalkeeper is not allowed to kick or drop kick the ball directly from their hands. The ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area.

**3.12.12 METHOD OF SCORING**

A goal is scored when the whole ball crosses the line between the goal posts and under the cross bar unless it is directly from a kick off, goal kick, or an indirect free - kick.

When original goals or goal posts (poles) are not available and cones are used for goals then a goal is scored when the ball passes between the cones without knocking them over.

**3.12.13 RESTART AFTER A GOAL**

When a goal is scored, the game is a restarted by a kick forward to a teammate from the middle of the halfway line. All players must be in their own half of the field. Opposition players must be at least 5metres from the ball until it is play. The ball must touch a teammate before a goal can be scored.

**3.12.14 OFF SIDE**

There is no off side in these age groups, but deliberately placing a player or players in an off side position is contrary to the spirit of the game and is to be discouraged.

**3.12.15 FOULS AND MISCONDUCT**

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal).

**3.12.17 PENALTY KICK**

For deliberate or serious act of handball, foul or misconduct in the penalty area, a penalty kick is awarded from an 8metre penalty mark with only a goalkeeper in position. All other players (except the penalty taker) must be outside the penalty area and be at least 5m behind the penalty mark.

**3.12.18 RESULTS**

No points or results are recorded or kept in SSG.

**4.0 SECTION 4: REPRESENTATIVE TEAMS****4.1 REPRESENTATIVE TEAMS – COMEPTITION FIXTURES**

The Association may compete in regional, State or Interstate competitions and fixtures as decided by the Association from year to year.

The IJFA Inc Representative Teams shall comprise of:-

- a) The Illawarra U/11 and U/12 boys teams or any other age group as directed by Soccer NSW and will play in the Metropolitan Attack League
- b) The Illawarra United Representative Football Club shall represent the IJFA Inc in the U/12, U/14, U/16, U/21 and open Women's State League

**4.2 SELECTION OF COACHES, MANAGERS RE REPRESENTATIVE TEAMS**

4.2.1 The position of coaches and managers must be advertised and all applications must be in writing.

4.2.2 The Board can appoint a sub committee to interview applicants for coach and manager positions and make recommendations on appointments.

4.2.3 The Board will make the appointment of coaches and managers, taking into account the recommendations of any sub committee appointed to carry out the interview.

**4.3 SELECTION OF OTHER POSITIONS RE REP. TEAM**

The Board will appoint any other positions deemed necessary for running representative teams such as representative team convener or canteen organizer. The Board will determine the duties of all positions associated with representative teams

**4.4 REPRESENTATIVE COACHES, MANAGERS AND REP. TEAM CONVENOR DUTIES**

4.4.1 No arrangements be they social or otherwise regarding Rep. Teams shall be made by any person other than the Association Secretary or Rep. Team Convener.

4.4.2 No Rep. Team manager or Coach shall hold an equivalent position with an Association Club during the current season unless authorised by the Board

4.4.3 Though clubs will be circulated with trial details by the Association Secretary and expected to nominate players for consideration, the rep. Team Manager and Coach may invite specific players to attend official trials.

4.4.4 Personal expenses of Managers and Coaches as a result of arrangements confirmed officially through the Association Secretary shall be presented in an itemised account to the Secretary for the Board consideration and decision after the end of the Rep. Season and prior to the AGM.

**4.5 TRAVEL AND ACCOMMODATION**

Travel arrangements other than car, are to be confirmed through the Association Secretary. All billet or accommodation arrangements for visiting teams at home fixtures or Association teams at away fixtures shall be confirmed in writing by the Association Secretary.

**4.6 PLAYERS, CLUBS AND CLUB OFFICIALS – DUTIES RE REP. TEAMS**

- 4.6.1 .The Board representative is responsible for informing players attending trials of their requirements and commitments prior to the trial commencing
- 4.6.2 Venues, dates and times of training fixed for Rep. Squads by the Board shall take preference over any club arrangements. However any extraordinary training session required by Rep. Team managers and trainers shall first be cleared through the Association Secretary and officials of clubs to which the affected players belong.
- 4.6.3 All players in the squad are entitled to an equal share of playing time, provided their attitude and commitment to training and their behaviour is satisfactory. This ruling is to be applied at the discretion of the appointed coaching staff.
- 4.6.4 All representative teams will be limited to 16 players.

**4.7 REPRESENTATIVE COLOURS**

The colours of the Association shall be Sky Blue and White or Red and White.

**4.8 SPONSORSHIP**

All sponsorship of Representative Teams must be approved by the Board; specific lettering on either shirt or tracksuit must also be approved.

**5.0****SECTION 5:****KNOCKOUTS, TRIALS, SOCIAL DAYS, CHAMPION OF CHAMPIONS****5.1****APPLICATIONS TO HOST ASSOCIATION FIXTURES, KO AND SOCIAL DAYS**

## 5.1.1

Applications to host Association fixtures, any knockout or any social day must be submitted by the GM in January on the official Association application form.

## 5.1.2

The Association will permit a maximum of four (4) knock out / eight [8] social days per age group. All such days are non compulsory and at the invitation of the host club.

## 5.1.3

Competition days take priority over knock out / social days. If knock out / social days are washed out they may be rescheduled with the approval of the Competition Secretary.

## 5.1.4

Gala Day and all other fixtures are to be announced at the beginning of the season.

## 5.1.5

Rules of knockout / social days must be provided by the host club to the Association and to participating clubs prior to the event.

## 5.1.6

No knockouts will be held for Roo ball age groups. Only social days run on a round robin basis can be held for in these age groups. There will be no nomination fee set for entry to a Roo Ball social day.

**5.2****ASSOCIATION KNOCKOUT TROPHIES**

## 5.2.1

In any Association KO where trophies are awarded for a recharge competition, trophies shall also be awarded to the runner up in the main competition.

## 5.2.2

Sixteen (16) trophies per team be purchased for any Association KO

**5.3****GALA DAY RULES**

## 5.3.1

Scoring will be by goals, corners and throw-ins, in that order. In the case of equal scores, the first scorer in order of scoring will determine the winner.

## 5.3.2

Throw-ins and corners awarded but not taken due to termination of the game will be counted in the score. The matches can only be extended to permit the taking of a penalty.

## 5.3.3

Making up of teams with lower age players, in accordance with competition rules is permissible.

## 5.3.4

Injured players may be treated whilst the game is in progress.

At the referee's discretion, players may be replaced whilst the game is in progress.

**5.4****GALA DAY**

## 5.4.1

Gala Day to be held on one weekend where possible

## 5.4.2

Sixteen (16) trophies to be presented to Gala Day Champions and Runner-up.

## 5.4.3

The Association shall cover these expenses for Gala Day: trophies, first aid and referee fees. The appointed Club will meet all other expenses.

- 5.4.4 Clubs wishing to host Gala Day must apply in writing to the IJFA the GM in January. Clubs are to nominate a choice of 3 age groups that they wish to host. In the event that insufficient ground space is available then the Board may allocate age groups or divisions to other clubs and will attempt to ensure that those clubs will only host an age group in which they have at least two teams competing.

## **5.5 GALA DAY PERPETUAL TROPHIES**

- 5.5.1 All Gala Day perpetual trophies shall be returned to the Association by the General Meeting in January. Clubs who fail to return trophies by this date will be fined \$20 per trophy. Clubs who fail to return trophies by 28th February will be fined \$100 per trophy and shall pay for a replacement trophy.
- 5.5.2 Loss or repairs to damaged trophies shall be paid for by the offending clubs. Such repairs to be carried out before being returned by due date.

## **5.6 INTER CLUB VISITATIONS**

- 5.6.1 Inter Club Visitations may be applied for at any time in writing to the Association Secretary and will be granted subject to the non - interference with scheduled competitions and ground allocations.
- 5.6.2 Inter Club Visitations are not compulsory and include only nominated or invited teams and are conducted according to the rules laid down by the Host Club and have been submitted to the Association Secretary for scrutiny. No entry fee is permitted for Inter Club Visitations.

## **5.7 TRIAL GAMES**

- 5.7.1 All clubs are reminded that organised social or trial fixtures must be authorised by the IJFA. Applications for these fixtures must be addressed to the Association Secretary.
- 5.7.2 All teams must fill out a team sheet before the start of any trial game, the sheet to be forwarded to the Association by the Home team.

## **5.8 CHAMPION OF CHAMPIONS**

### *5.8.1 Eligibility of Teams*

It shall be the responsibility of the Board to nominate that team it chooses to be its representative in this competition.

### *5.8.2 Eligibility of Players*

Only players registered and playing four (4) competition matches in that age group, forfeits and byes not included, in the local competition can play. Players from a lower age group or division in the same club who have played in the team in question in competition games during the season may play.