



NORTH WEST SYDNEY FOOTBALL LTD

COMPETITION REGULATIONS

Version 1.7

5 December 2022

NORTH WEST SYDNEY FOOTBALL LTD

COMPETITION REGULATIONS

DEFINITIONS

Within these Regulations the following items shall have the meaning defined in this table.

Item	Definition
The Association	North West Sydney Football Ltd.
Abandoned match	A scheduled match that has commenced (i.e. active play has begun with first half kick-off), but for which play is stopped and not recommenced (e.g. due to poor light, inclement weather, player injury).
Accident Support Program	For the purposes of these Regulations Accident Support program refers to the player insurance program managed by FNSW.
Age Eligible/Eligibility	Those grades for which a player is eligible to play based on date of birth only.
Association Chairperson	The Association Chairperson is to act as the Chairperson of all FMC Meetings and DM Meetings. The Association Chairperson is an elected position in accordance with the Constitution.
Association Football	This term is used to distinguish between Association Football (a.k.a. soccer) and other forms of "football" not controlled by FA. This full term is used when referring to activities outside the Association, FNSW or FA.
Association Office	The Offices of the Association at Christie Park, Christie Road, Macquarie Park, NSW 2113
The Board	The Board of Directors of the Association
Borrowed Player	A player who plays in a team other than the team they are registered for as either: a. an Upgraded Player, or b. a Downgraded Player, or c. for a female player who is not dual registered, that plays in the other Competition to that in which they are registered
Bye	Byes are not recorded as matches. They are not given a point score or goals for or against.
Chair	Gender neutral term for Chairman, Chairwoman or Chairperson of a committee or sub-committee.
CEO	Chief Executive Officer. This term shall be taken to mean the administrative head of the Association Office, regardless of the title of the person holding that position.
COB	Close of Business
Club	A Football or Sporting Club admitted as a Member to the Association
Competition	Competition shall refer to both non-competitive and competitive football.
Competition Fees:	The amount to be determined annually by the NWSF Board to be charged to each club for each of their registered players and officials.
Constitution	The Constitution of the Association
DM	Delegate Meeting is a meeting convened by the Football Management Committee (FMC) and attended by Club delegates.
Downgraded Player	A player that is being borrowed into a lower grade, or a division within their own grade, to the one in which they are registered e.g. O35/2 > O45/3 (see Schedule 1: Grades and Divisions)

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Field	“Field of play” as defined in the FIFA Laws of the Game, or other marked area defined in these Regulations for the purpose of playing a football match. It is the area enclosed by the 2 goal lines and 2 touch lines.
FA	Football Australia
FA Registration System	The FA on-line player and volunteer registration system.
FNSW	Football New South Wales Limited
FMC	The Football Management Committee that oversees and manages football competitions of the Association as prescribed by the Constitution.
FMC Appointee	The person appointed by the Football Management Committee to oversee the Competitions.
Football	The term “football” in these regulations shall refer to Association Football when referring to the activities of the Association.
Gender	Where gender differentiation is required, participants shall be designated as M (male), F (female), non-binary/gender fluid or gender identity not sufficiently represented.
GHFA	Gladesville Hornsby Football Association Incorporated.
GDR	Grievance and Disciplinary Regulations of the Association.
GPT	General Purpose Tribunal, as defined in the GDR.
Ground	Area enclosing a single field. A ground extends beyond the field boundaries to encompass stands, areas for spectators, markings, nets, flags, fences, amenities etc, as appropriate. Note that local sporting complexes may contain multiple grounds of varying sizes and common use facilities.
Higher Division	A Higher Division Competition is defined within each Grade (Age Group) typically with Division 1 as the highest, Division 2 second highest, etc. Note that Higher Divisions are in inverse numerical order. Divisions designated by colours or animals have no higher or lower rankings. For the purposes of these Regulations, divisions designated by colours or animals are considered lower than any numerical division of any higher grade.
Higher Grade	A Higher Grade competition is defined by the following sequences: (from lowest to highest) 1. U6, U7, U8, U9 ... U17, U18, U19-23, AA, Super League, Premier League, or 2. O60, O50, O45, O35, O30 AA, Super League, Premier League.
IFAB	International Football Association Board. IFAB define and regulate the Laws of the Game of Association Football.
MiniRoos	FA name that refers to all Small Sided, non-competitive football in Under Age grades.
MiniRoos Co-ordinator	That person elected to oversee the MiniRoos Competition grade of football. This is an elected position in accordance with the Constitution.
NWSWF	The North West Sydney Women’s Football Association.
Out of Grade	A team other than a player’s registered team.
Photo ID	The official photo-identity for team officials and players issued by the Association.
Points per match calculation (PPM)	Divide the number of points accumulated by the number of games played. (e.g. A team played 14 Games and accumulated 37 points. Their PPM = $37/14 = 2.64$)

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Postponed match	A scheduled match that has not been commenced (i.e. no first half kick-off), e.g. due to inclement weather, field damage.
Referee	For competitive football grades, this is the official Referee as appointed by the Referees Association, or a Club Referee agreed by the team officials where no official Referee is appointed. For non-competitive under age grades, this is generally the Game Leader or Instructing Referee as defined in the FA MiniRoos rules and guidelines, however, some non-competitive under age grades may have official Referees appointed by the Referees Association.
Referees Association	North West Sydney Football Referees Association (NWSFRA).
Regulations	These Regulations of the Association, including Schedules.
Secretary	Secretary of the Association
SGM	Special General Meeting
SSF	Small Sided Football. This may be non-competitive football for Under Age groups (e.g. MiniRoos), or competitive football for Over Age Groups (e.g. Walk Football)
Team Official	A Team Official can be any of Coach, Assistant Coach, Manager, Assistant Manager or Physiotherapist registered with that team. Only Team Officials and players on the teamsheet (including substitutes and interchange players) can be present in the Technical Area during a match.
Team Sheet	Official record of players, scores and other details for each match, and can be paper based or electronic
Upgraded Player	A player that is being borrowed into a higher grade, or a higher division within their own grade, to the one in which they are registered e.g. U13/2 > U14/3 or O45/3 > O35/2 (See Schedule 1: Grades and Divisions)
Women's Grade	Association competition open to women and girls and non-binary people (X gender marker).

CHANGELOG

REVISION	DATE	Notes
0.9	7 Apr 2019	New document.
1.0	5 Feb 2020	Amendments passed at 5 Feb SGM
1.1	1 April 2020	Amendments passed at 1 April SGM
1.2	11 Nov 2020	Amendments passed at 11 Nov SGM
1.3	10 Feb 2021	Amendments passed at 10 Feb SGM
1.4	10 Nov 2021	Amendments passed at 10 Nov SGM
1.5	16 Feb 2022	Amendments passed at 16 Feb SGM
1.6	6 April 2022	Amendments passed at 6 April SGM
1.7	5 December 2022	Amendments passed at 5 December SGM

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1. ALTERATIONS TO THE REGULATIONS

This Clause defines who, how and when the Regulations can be altered, amended or corrected.

- 1.1. The making and amending of the Regulations are specified in the Constitution.

2. DELEGATES MEETING

This Clause defines the creation, set-up and running of the Delegates Meeting (DM) that, together with the FMC, oversees the structure, rules and operation of the various football competitions of the Association, as well as associated activities that complement and advance grassroots football within the Association.

2.1. RESPONSIBILITIES

- 2.1.1. The roles and responsibilities of the FMC and the DM are defined in the Constitution.

2.2. MEMBERSHIP OF THE DM

- 2.2.1. Membership of the DM shall consist of:
 - 2.2.1.1. One (1) delegate from each of Member Club.
 - 2.2.1.1.1. The delegate from each Member Club shall be a member of the Executive or Management Committee of the Member Club who is in a position to have knowledge of the current affairs of such Club.
 - 2.2.1.1.2. In the event of the named delegate not being able to attend an individual meeting, each Member Club shall nominate an alternate delegate, such person to have the qualifications as per Clause 2.2.1.1.1.
 - 2.2.1.2. The members of the FMC, entitled to one (1) vote each.
 - 2.2.1.3. Any individual that fulfils more than one of the above roles shall have only one vote at any DM.

2.3. MEETINGS OF THE DM

- 2.3.1. The DM shall meet as determined by the Association Chairperson, but a minimum of once per month from February to September each calendar year.
 - 2.3.1.1. Additional DM meetings may be called by the Association Chairperson by giving, where possible, 24 hours' notice to members.
- 2.3.2. A quorum for the DM shall be:
 - 2.3.2.1. At least two (2) members of the FMC, and
 - 2.3.2.2. A simple majority of Member Clubs that are entitled to vote.
- 2.3.3. If within half an hour after the appointed time for the commencement of a DM a quorum is not present, the meeting, if convened upon the requisition of members, shall be dissolved and in any other case shall stand adjourned to the same day in the following week at the time and (unless another place is specified at the time of the adjournment by the person presiding at the meeting or communicated by written notice to members given before the day to which the meeting is adjourned) at the same place.
 - 2.3.3.1. If at the adjourned meeting a quorum is not present within half an hour after the time appointed for the commencement of the meeting, the members present (being not less than seven) shall constitute a quorum.
- 2.3.4. The accepted rules of Parliamentary Debate shall apply to all DMs.

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- 2.3.5. Any member of the DM deemed guilty of conduct considered prejudicial to the interest of the Association may be removed by a majority vote of eligible members at any DM.

2.4. MOTIONS OF THE DM

- 2.4.1. Motions arising at the DM shall be determined by a majority of the votes of members of the DM present and entitled to vote.
- 2.4.2. All Members of the DM as per Clause 2.2 are eligible to vote on motions before the DM.
- 2.4.3. The entitlements for voting at the DM are calculated according to each Member Club's registrations at 30 June each year as per Schedule 3 of the Constitution.
- 2.4.4. Any Member Club may move for a rescission of any motion carried by the DM. Such rescission motion shall be heard and dealt with by an SGM. The Member Club shall submit the rescission motion to the CEO within seven (7) days of notification by the FMC.

2.5. SUB-COMMITTEES OF THE DM

- 2.5.1. The DM shall constitute and appoint members of the following sub-committees:
- 2.5.1.1. Grading Committee
- 2.5.1.1.1. The Grading Committee shall consist of a maximum of 9 persons including 3 FMC members to be nominated by the FMC, and 6 persons to be nominated by member clubs. If more than 6 persons are nominated by clubs, the 6 to be appointed will be elected at a DM.
- 2.5.1.1.2. The Grading Committee shall grade all teams who play in the Association except for Premier League and Super League.
- 2.5.1.1.3. For the club nominated members of the Grading Committee, there can only be a maximum of one representative per Member club.
- 2.5.1.2. Strip Committee
- 2.5.1.2.1. The Strip Committee shall approve or reject any new strip or changes to existing strip (including advertising) and to require alternate strip to be used against certain Clubs where colours are similar.
- 2.5.1.2.2. The Strip Committee shall maintain a record of strip approved and requirements for changing to alternate strip.
- 2.5.1.2.3. The Strip Committee shall meet as required having been given 48 hours' notice, however notice may be waived at the discretion of the Association Chairperson.
- 2.5.2. The FMC and/or DM may constitute and appoint members of additional sub-committees as are deemed appropriate for the FMC and DM to meet their Constitutional responsibilities.

2.6. STRUCTURE OF SUB-COMMITTEES OF THE DM

- 2.6.1. The FMC shall appoint the Chair of each sub-committee.
- 2.6.2. Except where set by these Regulations, the FMC shall determine the number of members of the sub-committee.
- 2.6.3. Except where set by these Regulations, members of each sub-committee shall be elected by the DM from nominations from each Member Club. A sub-committee member does not need to be the delegate of a Member Club, but they shall be a registered Committee member of the Club.
- 2.6.4. The FMC shall determine the terms of operation of the sub-committee, the commencement date and the cessation date of the sub-committee.

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- 2.6.5. The Chairperson of each sub-committee shall report on the operation of the sub-committee at each DM during the life of the sub-committee.
- 2.6.6. Sub-committees, except where agreed by the DM, shall operate as follows:
 - 2.6.6.1. Motions arising at the meeting of the sub-committee shall be determined by a majority of the votes of members of the sub-committee that are present and entitled to vote.
 - 2.6.6.2. A quorum for the sub-committee shall be:
 - 2.6.6.2.1. The Chair of the sub-committee.
 - 2.6.6.2.2. A simple majority of members of the sub-committee that are entitled to vote.
 - 2.6.6.3. The Association Chairman has the right to attend any meeting of a sub-committee as an observer, i.e. not entitled to vote.

2.7. REPORTING BY AND GOVERNANCE OF SUB-COMMITTEES OF THE DM

- 2.7.1. The Association Office may provide a non-voting secretary for the purposes of recording proceedings and minutes.
- 2.7.2. The DM has the power to rescind, postpone, overrule, or return a decision of a sub-committee for further consideration.
- 2.7.3. The DM has the power to dissolve any sub-committee as required.
- 2.7.4. The FMC has the power to remove the Chair of sub-committee and appoint a new Chair if and when required due to illness, incapacity to fulfil duties or misconduct prejudicial to the Association.

3. TEAM NOMINATION, GRADING & REGISTRATION

This Clause defines how Clubs nominate teams to the Association, and how they are graded or allocated into competitions, and how team registrations are completed.

3.1 COMPETITION FEE

The Competition Fee shall be the fee charged to each Club for each player & official registered with the Association for the current season, and the Fee will be set by the NWSF Board annually

- 3.2 Clubs entering team/s in the Association's competitions shall not be permitted to enter the same team/s in any other competition administered outside the Association without the permission of the DM.

3.3 NOMINATION FEE

- 3.3.1 NWSF will invoice Clubs for 60% of the previous year's membership fee - payable at 30 April each year.
- 3.3.2 Member Clubs that withdraw or add teams after the commencement of the draw may be fined \$250 at the discretion of the FMC.
- 3.3.3 Member Clubs will be invoiced in accordance with final registration numbers in July each year.
- 3.3.4 A penalty of 5% of the total invoice will be charged to Clubs who have not paid within 60 days of the respective invoice date.

3.4 TEAM NOMINATIONS

- 3.4.1 Teams must be nominated by Clubs in the manner prescribed by the Association.

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3.4.2 The closing date for the nomination of teams for the next season, except for Premier Leagues and Super League, shall be fixed by the Association at the completion of the current season.

3.4.2.1 A team consisting of not less than:

- four (4) players for Under 6 to Under 8,
 - five (5) players for Under 9 to Under 12,
 - seven (7) players for Under 13 to Over 55,
 - five (5) players for Masters, or
 - fourteen (14) players for Premier League (Mixed) and Super League squads,
- shall be registered with the Association, in the manner determined by the Association, by the date and time of Clause 3.4.2

Late nominations may be accepted at the discretion of the FMC.

3.4.3 Clubs shall submit a Grading Form, as provided by NWSF, with team nominations to enable the Grading Committee to facilitate suitable team grading.

3.4.4 The FMC shall determine the structure of the Premier League and Super League competitions.

3.4.4.1 Premier League and Super League nominations shall be received at the Association Office by 5.00pm on the last Friday in November of the preceding year.

3.4.4.2 The Association may extend the deadline for nominations for Premier League and/or Super League if insufficient suitable nominations are received for these competitions by the nomination date.

3.4.4.3 No Club shall be represented by more than one team in the Premier League and Super League competitions, however, the Association may invite already nominated Premier League and Super League Clubs to provide a second squad nomination if insufficient suitable nominations are received for these competitions and following application of Clause 0. Where the Association accepts a Club providing a second squad for Premier League or Super League, the following will apply:

4.4.4.3.1 The Registration of the second squad applies for one season only.

4.4.4.3.2 Players in the second squad cannot play "out-of-grade" into the Clubs original squad, whether Premier League or Super League, or vice-versa.

4.4.4.3.3 Club players from lower grades than the Premier League and Super League grades can play "out-of-grade" up to either Premier League or Super League team as per Clause 9.6.

3.5 TEAM GRADING

3.5.1 Following the closing date for nominations for teams in each grade, the Grading Committee shall meet and arrange suitable competitions for the season.

3.5.2 If insufficient entries are received in any grade, that competition may be suspended for the year.

3.5.3 Teams that finished as Premiers (excluding Division 1 Premiers) will be automatically promoted to the next highest division the following season, unless there are exceptional

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circumstances and information is submitted on the Grading Form as per Clause 3.4.3.
Exceptional circumstances will be decided by the Grading Committee at their discretion.

- 3.5.4. Teams that finished last will be automatically relegated to the next lowest division the following season. The only exception to this, will be if the club nominates them to stay in the same division and submits information on the Grading Form as per Clause 3.4.3. and there is a position available.
- 3.5.5. The Grading Committee will NOT consider a club's team nomination, where a team is nominated in a lower division when compared to the previous season and there is no Grading Form provided by the Club to support the said nomination.
- 3.5.6 Multiple entries for the same Club per division are limited as follows (this does not apply to MiniRoos):
- 2 teams in a 6 team competition
 - 3 teams in an 8 team competition
 - 4 teams in a 10 team competition
- 3.5.6.1 In exceptional circumstances, e.g. where only one division is available in that grade, the Grading Committee may recommend and the DM approve multiple Club entries in a grade/division that is not compliant with Clause 3.5.66.
- 3.5.7 The Grading Committee shall communicate a Preliminary Grading to Member Clubs for feedback within one (1) week of the close of nominations in Clause 3.4.2
- 3.5.8 The Grading Committee, upon receiving additional information from Member Clubs, which may include requested grading changes, additional or withdrawn team nominations, will convene a second meeting to finalise gradings for the season and submit them to the Football Management Committee (FMC) for approval.
- Additional information will only be considered by the Grading Committee where it is new information, not information that should have been disclosed on the Grading Form submitted at the time of initial nomination.

3.6 TEAM REGISTRATIONS

- 3.6.1 The closing date for the registration of teams for the next season shall be fixed by the Association at the completion of the current season.
- 3.6.1.1 Late team registrations may be accepted at the discretion of the FMC.
- 3.6.2 Clubs with nominated teams not registered as required in Clause 3.4.2 shall seek re-admission for these teams at any DM meeting prior to the teams' first competitive game, otherwise the team nomination shall be withdrawn. Any team readmitted shall be subject to a late team fine, as per Clause 14. Any team withdrawing its nomination after the closing date for registration of teams in Clause 3.6.1 shall forfeit any team nomination fees.
- 3.6.3 Registration of additional players will then be accepted up until the date and time scheduled by the Association for that year as the "close of registrations" for each week subject to Clause 0.

3.7 TEAM RE-GRADING AFTER SEASON COMMENCEMENT

- 3.7.1 Teams shall only be re-graded in extraordinary circumstances and no re-gradings will occur prior to the Grading Committee receiving and considering all requests from Clubs in accordance with Clause 3.7.2. and Clause 3.7.3.
- 3.7.2 Requests for team regrading shall be submitted by Member Clubs by 5pm COB of the Association Office on the Monday preceding the fifth match in that team's competition, 5pm

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COB of the next business day where the Monday is a public holiday. Such submissions must be accompanied by documentary evidence of the extraordinary circumstances.

- 3.7.3 In all cases, the Grading Committee shall consider the interest of all participants in affected competitions and ensure the fairest competition for all.
- 3.7.4 For All Competitions, the Grading Committee shall recommend and the FMC Appointee shall approve any re-gradings in sufficient time to allow the team regrading to be implemented by the Association from the sixth match of the respective competition.
- 3.7.5 For MiniRoos the Grading Committee shall recommend and the MiniRoos Co-ordinator shall approve any re-gradings. Such re-gradings shall be implemented by the Association as soon as possible after approval.
- 3.7.6 Where a team is re-graded to a higher division, it shall have its results adjusted in the new competition set to be equal to (including Matches Played, Win, Draw, Loss and Competition Points):
 - the fourth placed team in a 6-team competition
 - the fifth placed team in an 8-team competition
 - the sixth placed team in a 10-team competition and its goals for and against will both be set to zero.
- 3.7.7 Where a team is re-graded to a lower division, it shall have its results adjusted set the same as gained in the previous higher division, except the team's goals for and against, which will both be set to zero.
- 3.7.8 Where a team is re-graded (up or down) all matches played by the re-graded team prior to re-grading shall be deemed to have a three-goal difference for any match where the actual goal difference was greater, but only for the teams they have played.

4 CLUB OFFICIALS, TEAM COACHES AND MANAGERS

This Clause requires that all teams registered with the Association have a team coach and/or team manager registered with the Association to facilitate communication with teams. All Club Officials shall comply with NSW Government's Working with Children requirements.

- 4.1 All Club Officials, including all Club Office bearers, Coaches and Managers shall be registered in the FA Registration System for their Member Club.
- 4.2 Any person that works with, or represents, Children (a person under the age of 18) within the Association shall be aware of and meet the criteria set down by the NSW State Government for Working with Children. Clubs shall be responsible for ensuring their Club is compliant with the NSW Government Working with Children requirements.
- 4.3 Each registered team of the Association shall have at least one (1) team official, who may be either a coach or manager, registered with the Association by the first competition game.
 - 4.3.1 Registration of team officials shall be completed in the manner determined by the Association.
 - 4.3.2 Where possible, one female team official shall be assigned to all teams registered in the Women's Competition for Under Age Grades up to Under 17. The female team official shall be present at all times. Male team officials are not permitted to enter the dressing rooms alone and not without the express permission of the female team official.
 - 4.3.3 Any team which does not have at least one team official registered by the due date of Clause 4.3 shall forfeit subsequent matches until such time as Clause 4.1 is satisfied.

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- 4.4 A Team Official under suspension or disqualification from any Association, Federation or Club may be accepted for registration where such suspension or disqualification requires such registration to determine the completion of suspension or. Where registration is accepted whilst suspended or disqualified, the Team Official cannot participate in any part of any match, or any football activity as appropriate, until the period of suspension or disqualification has been served in full.
- 4.5 All registered teams must register their officials, with Photo IDs able to be checked through prescribed official matchday team sheets, whether via paper or e-team sheets. Team officials, including stand-in team officials, must wear an Association armband for the period during which they are acting in that capacity. In the event that a Team Official is also a player in that team, the team official shall identify themselves as such to the Referee prior to kick-off and are not required to wear an armband whilst on the field.
- 4.6 The team officials shall be noted on the team sheet for all games in which they are acting in that capacity.

5 PLAYER REGISTRATION

This Clause requires that all players are registered with the Association. It defines the eligibility criteria for registering in a team, how players register for that team, and how a player may be reregistered with another team.

5.1 AGE ELIGIBILITY

5.1.1 Open Age Grades

- 5.1.1.1 All players, regardless of date of birth, are Age Eligible for the open age grades, i.e. All Age, Premier League and Super League.

5.1.2 Under Age Grades

- 5.1.2.1 To be eligible to play in “under age” grades, a player must be under the relevant age on the 31st December of the previous year.
- 5.1.2.2 Players registering for non-competitive Under Age football must have turned four (4) years old by, or on, the 31st December in the previous year.

5.1.3 Over Age Grades

- 5.1.3.1 To be eligible to play in “over age” grades, a player must be over the relevant age on 31st December in the previous year.

5.1.4 Age Eligibility Exemptions

- 5.1.4.1 For Women’s Over 30 teams, the Club may register a maximum of one (1) player who is 28 years of age or over, on or by 31st December the previous year.
- 5.1.4.2 For Mixed Over 35 teams, the Club may register a maximum of one (1) player who is 33 years of age or over, on or by 31st December the previous year.
- 5.1.4.3 For Mixed Over 45 teams, the Club may register a maximum of two (2) players who are 42 years of age or over, on or by 31st December the previous year.
- 5.1.4.4 For Women’s Over 40 teams, the Club may register a maximum of three (3) players who are 37 years of age or over, on or by 31st December the previous year.
- 5.1.4.5 For Over Age grades eligible for exemptions as per Clause 5.1, a Club may request dispensation for more players in Women’s O40 teams and Mixed O45 teams only. This shall be considered for approval by both the Grading Committee and DM.

5.1.5 Evidence of Age Eligibility

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5.1.5.1 Clubs shall ensure a player is Age Eligible to play in their registered Grade by reviewing documented proof of age.

5.1.5.1.1 Where a player is found to not be Age Eligible for a match in which they have played, that match shall be declared a forfeit. The GPT may consider additional fines, suspension or other sanctions as appropriate.

5.1.5.2 Clubs entering teams in Under Age or Over Age competitions shall provide original birth certificates or satisfactory evidence of age of players, including players playing out of grade, if requested by the Association.

5.1.5.2.1 The FMC Appointee may, at their discretion, deduct competition points in respect of each game played by the player or players in question until evidence of age is provided. An aggrieved Club may seek an DM review of any such decision under this Clause.

5.2 GENDER ELIGIBILITY

5.2.1 In line with the FA Member Protection Policy, players may register and participate on the basis of their gender identification.

5.3 PLAYER'S REGISTERED TEAM

5.3.1 No player may be registered with more than one Football Association at any one time in any one competition season.

5.3.2 No player may be registered with more than one Member Club of the Association at any one time in any one competition season.

5.3.3 No player may be registered with more than one team with the Association at any one time in any one competition season, except that:-

5.3.3.1 A female player may dual register for the same Member Club in one team in the female competition and one team in the mixed competition, for which the player meets the age eligibility rules.

5.3.3.2 A player who is registered in the Mixed competition and/or the Women's Competition may dual register in the Masters Competition(s), for which the player meets the age and gender eligibility rules.

5.3.3.3 The Association shall determine an applicable dual registration fee to be paid for each age group.

5.3.4 Any registered player proved to have played in any competition match of Association Football outside the Association without the permission of the DM may be suspended for a period to be determined by the GPT.

5.3.5 To be eligible to play in round 1 of the winter season, players must be registered in the Association's competition management system and authorised by their Club no later than 5pm on the Thursday prior to the first round and be authorised by the Association prior to the commencement of the round.

5.3.6 No player may be registered with the Association after close of business, two full working days prior to the 30 June. Clubs must seek confirmation from the Association that players being registered in the last week prior to 30 June are authorised by the Association prior to their participation in a fixture.

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5.4 PLAYER REGISTRATION PROCESS

- 5.4.1 Any person wishing to participate in competitions or matches conducted by the Association shall be properly registered with the Association.
- 5.4.2 No contracted player shall register with the Association.
- 5.4.3 Any player under suspension or disqualification from any Association, Federation or Club may be accepted for registration, but cannot play or otherwise take any part in any match until the period of suspension has been served in full. Suspended players must be registered to serve their sentence.
- 5.4.4 A player shall become a registered player with the Association once all of the following have taken place
 - 5.4.4.1 The player, or parent/guardian if the player is under the age of 18 years at the date of registration, has completed and authorised an FA Registration System electronic registration thus agreeing to abide by the Rules and Regulations of FA, FNSW, the Association and the Club.
 - 5.4.4.2 The player has paid the relevant Club registration fee.
 - 5.4.4.3 The Club has submitted to the Association the player's registration and digital photograph in the manner prescribed by the Association.
- 5.4.5 Registration of a player requires submission to the Association of a digital photograph of the player meeting the requirements of this clause and of Schedule 2 (Clause 08). Registration of players will not be accepted if they are submitted without a suitable digital photograph, or with digital photographs not meeting these requirements.
 - 5.4.5.1 Registered photographs shall be updated a minimum of every two (2) years for players seeking registration in Grades up to Under 16 years.
 - 5.4.5.2 Photographs for players seeking registration in Grades Under 17 to All Age, Over Age, Premier League and Super League shall be updated a minimum of every three (3) years.
 - 5.4.5.3 The registered photograph shall be updated where the Club or the Association considers a player has sufficiently changed their appearance, or that the submitted photograph does not meet requirements, such that the player is not easily recognised from the current registration photograph.
- 5.4.6 For the purposes of the "Accident Support Program", a player is considered registered with the Club from the time they complete the aforesaid FA Registration System electronic registration and may submit a claim to the insurance company upon the Club completing the player's registration with the Association.
- 5.4.7 Where a player has a legal name change during the current competition year, they shall notify their Club and the Club shall notify the Association in writing of the player's legal name for the Association to update team registrations and Photo IDs.

5.5 CHANGING A PLAYER'S REGISTERED TEAM AND/OR CLUB

- 5.5.1 A Club may apply to the DM in writing for permission for a player to be downgraded within their Club where they are Age Eligible for the lower grade. Downgrading for players from the grade/division in which they are registered to another grade or division shall cease after the fourth match of the Premiership Competition.
- 5.5.2 A Club may apply to the DM in writing for permission for a player to be transferred within their Club between Mixed and Women's competitions where they are Age Eligible and Gender Eligible for the new grade. Such transfers shall cease after the fourth match of the Premiership Competition of the player's currently registered team.

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- 5.5.3 A player having been registered with the Association as a member of a Club may deregister from that Club and register with another Club upon the Club notifying the Association in writing that the player has been deregistered in the FA Registration System.
- 5.5.4 Where a player deregisters from one Club and registers with another Club, the Association shall determine the fees to be charged to each Club, ensuring players and Clubs are not double charged for the same service (e.g. insurance).
- 5.5.5 No registered player may deregister from one Club and register with another Club on more than one occasion in any one competition season.
- 5.5.6 Any player who seeks to deregister from one Club and register with another Club and is refused a clearance from their Club may appeal in writing to the DM for permission to register with another Club.
- 5.5.7 No player may be deregistered from one Club and registered with another Club, or from one team to another team within a Club, after the close of player registrations as in Clause 5.3.6
- 5.5.8 For All Competitions, if an affiliated Club has more than one registered team playing in the same grade and division, it shall not permit any player to interchange within these teams unless the interchange is previously sanctioned by the DM.
- 5.5.9 For All Competitions, transfer of the registration of a player of a Club between teams in the same grade and division or in the same grade and a lower division may be sanctioned by the DM.

5.6 PLAYER DEREGISTRATION

Clubs will be charged a proportion of the Competition Fee as set out below for any player who deregisters. Players must be deregistered in both the registration system and NWSF competition management system.

- a) 25% of the Competition Fee for players who have been authorised by the Association and who deregister prior to the fourth round of the season.
- b) 70% of the Competition Fee for players who deregister after the fourth round of the season and before the close of registrations for the year.
- c) 100% of the Competition Fee for players who deregister after the close of registrations each year.

6 CLUB STRIP & SPONSORSHIP

This Clause requires that all Clubs register their playing strip with the Association to ensure it complies with appropriate standards, for example sponsorship.

- 6.1 Players in all matches must appear in proper uniform, comprising shirt, shorts and socks in the Club's colours and approved footwear and shin pads.
- 6.2 All aspects of Club Strip & Sponsorship are set out in the Association Uniform & Equipment Regulations attached as a Schedule to these Regulations. The Schedule is to be read in conjunction with these Regulations and the Constitution.
- 6.3 The Association shall ensure that the Referees Association is issued with a list of colour clashes designated by the Strip Committee.
- 6.4 For games where the Strip Committee has designated a colour clash, it will be the responsibility of the Manager or Coach of the home team to inform the referee prior to the commencement of the game if the visiting team is not wearing an alternate strip. The referee must then note this on the team sheet (digital or paper). The game will then continue as normal at the discretion of the Referee.

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7 GROUNDS, APPURTENANCES & CANTEN

This Clause requires that all Clubs provide consistent and appropriate ground dressing for their assigned grounds. Clubs may be required to support the operation of Association canteens.

7.1 The Association shall allocate a ground or grounds to each Club to provide ground dressing.

7.2 Ground dressing shall consist of (as a minimum)

- four (4) corner posts,
- two (2) goal nets, and
- for ALL Premier League, ALL Super League and any other fixtures specified by the FMC (from time to time), post and rope barriers to both sidelines at a minimum of 1.5m from the sideline.

7.2.1 Clubs may also provide posts at the half way line, 1m outside the sideline

7.2.2 Clubs may also provide post and rope barriers behind goal lines, at least 1.5m outside the goal lines to assist with spectator management.

7.2.3. No spectators, coaches, managers or players are permitted to be in the vicinity of the goals and the goal line area, and clubs are to assist referees to ensure the area is kept free, so as not to influence the game in progress on the field. This extends to teams warming up for the proceeding games.

7.2.3.1 For clarity, persons are required to remain clear at a distance of at least 10m from the Goal Line at all times.

7.2.4 For matches where Clause 9.2.4 applies, that ground shall also have easily visible posts or cones placed at the 25m mark out from each goal line, placed 1m outside each touch line.

7.3 Unless notified otherwise by the Association, Clubs allocated grounds as per Clause 7.1 shall dress those grounds prior to the first game of the day, maintain the ground dressing through the day, and undress those grounds after the last game.

7.3.1 Grounds shall be dressed at least thirty (30) minutes prior to the scheduled kick-off of the first game on that ground.

7.3.2 Clubs must ensure all ground dressing is maintained, i.e. is good repair and safe, until the completion of the last game on that ground that day. No ground dressing shall be removed until completion of the last game on that ground that day.

7.3.3 Where a ground has more than one playing field, each playing field may be treated separately for the purpose of Clause 7.3.

7.4 Where the Association operates Canteen facilities at grounds, the Association may require Clubs to aid running the Canteen on a rostered basis. The Association shall notify all Clubs when they are rostered to support canteen duties. All Clubs shall perform canteen duty when rostered on to do so.

7.5 In the Women's Competition, the Association shall allocate a ground or grounds to Clubs/teams to provide ground dressing and undressing. Clubs/teams not dressing or undressing grounds they have been allocated will be subject to a fine as per Clause 14.

7.6 Reimbursements

7.6.1 Clubs will be reimbursed for Council charges for grounds hired by them on the production of the Council invoice for winter season weekend hire of their particular ground.

7.6.2 An amount to be determined by the FMC will be paid to each Club for line marking per season where Clubs are required to do the line marking.

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- 7.6.3 Clubs which use non-Council grounds will be reimbursed an amount equal to the cost of the nearest equivalent Council ground plus the amount determined in 7.6.2 for line marking per season.

8 MINIROOS FOOTBALL

This Clause defines how non-competitive small sided football, a.k.a. MiniRoos, is structured for each season. MiniRoos football is to foster skills development of younger players. MiniRoos football is for age groups Under 6 to Under 11.

- 8.1 Except where varied in these Clauses, non-competitive football games shall be played in accordance with FA MiniRoos Match Rules.
- 8.2 The following game formats shall be played in accordance with the table below:

Age Division	Under 6 and Under 7	Under 8 and Under 9	Under 10 and Under 11
Format	4 v 4	7 v 7	9 v 9
Time	Twenty (20) minute halves with a five (5) minute half time	Twenty (20) minute halves with a five (5) minute half time	Twenty-five (25) minute halves with a five (5) minute half time
Field Size	Approximately 30 x 20 metres	Approximately 50 x 35 metres	Approximately 70 x 45 metres - with field sizes range as per regulation 9.2.5.1 (U12's)
Goal Size	Portable goals 2m x 1m	3m x 2m	5m x 2m Goal sizes as per regulation 9.2.5.2 (U12's)
Ball Size	3	3	4

- 8.3 Match results and "competition" style tables shall not be published by the Association or Clubs.
- 8.4 Managers, Coaches, Club Officials or Spectators may not take the field unless requested to do so by the Referee and then only in the case of injury.
- 8.5 All Under 6, Under 7 and Under 8 shall be differentiated in the fixture list by colours or animals. All Under 9, Under 10 and Under 11 shall be differentiated in the fixture list by division numbers as per the definition of "higher division" in the Schedule 1 (Clause 17).
- 8.6 Women's Competition Grades and teams shall be designated with the prefix "W", e.g. WU07 Wombats, WU11/3.
- 8.7 The season shall be scheduled to finish the week prior to the scheduled Championship Finals of Clause 9.
- 8.8 Easter Saturday and Sunday, if they fall after the start of the season, will be a bye for all teams.
- 8.9 Where ANZAC Day falls on a Saturday or Sunday, no matches will be scheduled on that day.
- 8.10 Matches washed out by rain or unplayable due to ground unavailability shall not be replayed. No application for deferred games shall be considered.
- 8.11 Teams forfeiting without prior notice to the Association (4.00pm on the Friday preceding the game) shall incur a forfeit fine, as prescribed in Clause 14. Forfeits must be advised by the authorised Club contact and can be via email or text prior to deadline. If advising a forfeit after the deadline, it must be notified to the Association by phone or text message only.
- 8.12 Each game is to be controlled by one Game Leader from either team, for each half, as agreed between the team Managers. The main role of the Game Leader is to keep the game moving

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fluently, limit stoppages and assist players with all match restarts. Most importantly, they must make every effort to create an environment that ensures that all players have fun, are learning the game and have maximum involvement. The Game Leader can be a Club official, parent, or child/ player that is Over the age of 11 years.

- 8.12.1 The Association may allocate official Referees for specific MiniRoos Grades. The Association shall advise Clubs of such Grades prior to the commencement of the first match. For Grades that have official Referees appointed, Clauses 9.8 and 9.9 apply.
 - 8.12.1.1 For grades/division where official referees are appointed, players taking the field of play in any game must have shirts with unduplicated numbers within their team, including any borrowed players. Shirt numbers for all players in each team shall correspond to the number appearing on the team sheet for that player. Numbered bibs will suffice for this requirement.
 - 8.12.1.2 For grades/division where official referees are appointed, the Temporary Dismissal System of Clause 10.2 shall apply.
- 8.13 In all games if the commencement of a game is delayed, a shorter period of time must be played in equal halves to ensure the game is completed prior to the scheduled commencement of the next game.
- 8.14 No addition is to be made to the duration of either half of the game in the event of time being lost due to injury or any other occurrence that causes play to be suspended.
- 8.15 Unlimited player interchange is permissible at any time during the game, subject to the authority of the referee.
- 8.16 The official offside rule does not apply in MiniRoos games. Goals can be scored from an offside position. Referees should direct players standing in blatant offside positions to move into onside positions.
- 8.17 Fines for MiniRoos football shall be set in Clause 14 for the first infringement. Except for forfeit fines, this fine may be doubled per team per week to deter further infringements by specific teams or Clubs, at the discretion of the GPT.
- 8.18 Player IDs may be reviewed and/or confirmed by any Official of the Association at any time during a match.
- 8.19 Regulation 9.6 applies to use of borrowed players in MiniRoos matches for those age groups that use teamsheets.
- 8.20 Results for all non-competitive football must be recorded by Member Clubs, however, these results will not be published and only used for grading purposes.

9 COMPETITIVE FOOTBALL

This Clause defines how competitive football is structured and conducted for each season. It is intended that Clubs ensure matches can proceed even when registered members of a team may not be available by allowing players of an appropriate standard from other teams within the Club to play in the match. This section does not apply to MiniRoos Football except where the MiniRoos regulations (Clause 8) specifically references therein.

9.1 GENERAL PROVISIONS

- 9.1.1 Except where varied in these Regulations, all competitive football games shall be played in accordance with IFAB Laws of the Game.
- 9.1.2 State competitions shall receive precedence during the season over Association organised competitions.

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- 9.1.3 The Association competitions shall receive precedence during the season over Club organised competitions.
- 9.1.4 Women's Competition Grades and teams shall be designated with the prefix "W", e.g. WU15/2, WAA/01, WO30/2, WPL.
- 9.1.5 All teams competing in competitive football are expected to play in the Championship or Pennant Competitions (where Pennant Competition is part of the specific competition structure). Any team which does not complete their responsibility in this regard shall be liable to a forfeit fine as specified in Clause 14 per game forfeited.
- 9.1.6 The Premiership Competition shall be suspended on the Easter Weekend.
- 9.1.7 Except for Premier League and Super League, where ANZAC Day falls on a Saturday, the Premiership Competition shall be suspended for Grades that are normally scheduled on Saturdays (including potential Sunday scheduled games for those grades).
- 9.1.8 Except for Premier League and Super League, where ANZAC Day falls on a Sunday, the Premiership Competition shall be suspended for games that are normally scheduled on Sundays. The Association shall manage grades that may have split Saturday and Sunday scheduled matches to achieve an appropriate competition which would be impacted by ground availability, possibly including midweek matches for what would otherwise be a Sunday match on ANZAC day.
- 9.1.9 To determine a team's table position in a Premiership, Championship or Pennant Competition, competition points shall be accumulative and allotted as follows:-
- Win 3 points
 - Draw 1 point
 - Loss 0 points
 - Win by forfeit 3 points, with result being given as three (3) goals to nil (0)
 - Loss by forfeit 0 points, with result being given as nil (0) goals to three (3)
- 9.1.9.1 If, at the completion of a Premiership competition, all teams in that competition have played an equal number of games their positions shall be determined by the accumulative point score.
- 9.1.9.2 If, at the completion of a Premiership competition, all teams in that competition have NOT played an equal number of games, their position shall be determined by a Points per Match calculation.
- 9.1.9.3 At the completion of Championship and Pennant competitions a team's position shall be determined by the accumulative point score.
- 9.1.9.4 In all cases the actual score of the match shall be recorded on the teamsheet, however, in the Under 12 to Under 18 age groups, the Association shall record in the competition table a maximum 8 goal difference for that match. Where there is more than 8 goals difference in actual score, the recorded score of the winning team shall be reduced until it is a maximum 8 above the opposition's goals scored, e.g. 8-0, 9-1, 10-2 etc.
- 9.1.10 At the completion of the Premiership, Championship or Pennant competitions, should there be two or more teams equal on points as per Clauses 9.1.9.1 or 9.1.9.3, or equal on Points per Match as per Clause 9.1.9.2, their competition table position shall be decided by
- 9.1.10.1 Greater goal difference (i.e. goals against subtracted from goals for).
 - 9.1.10.2 If goal difference is the same, then the greater number of wins,
 - 9.1.10.3 If goal difference and number of wins is the same, the team with the greatest number of goals scored for.

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- 9.1.10.4 If goal difference, number of wins and goals scored are the same, Clauses 9.1.10.1, 9.1.10.2 and 9.1.10.3 shall be applied to all matches played in that competition between the two teams only.
- 9.1.11 In Championship and Pennant competitions, if teams are still equal after application of Clause 9.1.10.4, then the team finishing higher in the Premiership table shall determine the final position.
- 9.1.12 In Premiership competition, if the teams are still equal after application of Clause 9.1.10.4 then a coin toss by the FMC Appointee shall determine their positions for the Championship Competition.
- 9.1.13 At the completion of the Premiership Competition, the team finishing in first position in the competition table after the application of Clause 9.1.100 shall be declared Premiers.
- 9.1.13.1 If more than one (1) team are still equal in first position after application of Clause 9.1.100, then the teams shall be declared joint Premiers.
- 9.1.14 After the completion of the Premiership Competition, the top four teams in each competition table shall play in the Championship Competition and the remaining teams shall play in the Pennant Competition (where such Pennant Competition is played).
- 9.1.15 Premiership Competition games washed out by rain or unplayable due to ground unavailability shall be replayed at the discretion of the FMC Appointee (as appropriate for each match and competition structure so affected). No application for deferred games shall be considered.
- 9.1.16 The size of the match ball in the various grades shall be:
- | | |
|------------------------|--------|
| Under 12 to Under 13 | Size 4 |
| Under 14 to All Age | Size 5 |
| Over 30 to Over 60 | Size 5 |
| Premier & Super League | Size 5 |
- 9.1.17 The duration of matches in the various grades shall be 2 equal periods of -
- | | |
|----------------------------|------------|
| Under 12 | 25 minutes |
| Under 13 to Under 14 | 30 minutes |
| Under 15 to Under 16 | 35 minutes |
| Under 17 to All Age | 45 minutes |
| Women's Over 30 | 45 minutes |
| Women's Over 40 | 40 minutes |
| Mixed Over 35 and Over 45 | 45 minutes |
| Over 50/60 (9 Aside) | 25 minutes |
| Over 50/60 (Walk Football) | 20 minutes |
| Premier & Super League | 45 minutes |
- separated by a five (5) minute half time break.
- 9.1.18 Except where specifically varied in these Regulations, no addition is to be made to the duration of either half of the game in the event of time being lost due to injury or any other occurrence that causes play to be suspended.

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- 9.1.19 If the commencement of a match for Grades up to and including Under 17 is delayed, a shorter period of time must be played in equal halves. For grades Under 18 and up, the correct match duration should be preserved where reasonably possible, avoiding encroachment into subsequent match times. However, for 1.00pm games, no shortened times will be played unless the game commences half an hour or more later.
- 9.1.20 Players taking the field of play in any game must have shirts with unduplicated numbers within their team, including any upgraded (borrowed) players. Shirt numbers for all players in each team shall correspond to the number appearing on the team sheet for that player.
- 9.1.21 The No Slide Tackle Rule (see Clause 9.10 No Slide Tackle Rule) shall apply to the following competitions:
- a) Over 40
 - b) Over 45
 - c) Over 50
 - d) Over 60
- 9.1.22 The match result of abandoned matches, including the potential replaying of the remainder of the match, shall be in accordance with Clause 9.11

9.2 COMPETITION STRUCTURE (EXCLUDING MIXED PREMIER LEAGUE AND SUPER LEAGUE)

- 9.2.1 All competitive football shall consist of a Premiership Competition and a Championship Competition. It may also include a Pennant Competition according to the competition structure for that grade.
- 9.2.2 The Championship and/or Pennant Competitions are to be played at the discretion of the FMC Appointee, for example, if the Premiership competition is affected by wet weather.
- 9.2.3 For Grade Under 12, corner kicks are to be taken from within the arc of the corner post. If no arc can be identified at the corner post, then ball shall be placed no more than 1 metre from the corner post.
- 9.2.4 For grades Under 12 and Under 13, at the taking of a goal kick, the attacking team shall remain at least 15m (under 12) and 25m (under 13) from the defending team's goal line until: the goal kick is taken and is touched by a second player of the defending team; the ball travels beyond the 15m and 25m lines; play is stopped for any other breach of the rules; or the ball goes out-of-play.
- 9.2.4.1 If an attacking player encroaches within the prescribed boundaries above, in breach of the conditions of Clause 9.2.4 then play shall be stopped and the goal kick retaken.
 - 9.2.4.2 If an attacking team player repeatedly encroaches as per Clause 9.2.4.1, that player shall be cautioned by the Referee.
 - 9.2.4.3 If the goal kick is kicked beyond the penalty area and stops before going beyond the 15m (Under 12) and 25m (Under 13) lines or out-of-play, and a defending player does not touch the ball in order to waste time, the Referee shall stop play, caution the defender for delaying play, and restart play with an indirect free kick to the attacking team at the position of the ball.
- 9.2.5 For Under 12 grade, 9-side matches shall be played as follows:
- 9.2.5.1 The field dimensions will be Length: 60m to 70m, Width: 40m to 50m.
 - 9.2.5.2 Goal size will be 5.0m wide and 2.0m high
 - 9.2.5.3 The Penalty Area will be 5.0m deep and 12m wide and penalty kicks are taken 8m from the goal line.

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- 9.2.6 Stoppage time will be played in all Women's Premier League First Grade Premiership games.
- 9.2.7 For Grade Over 50/60 – 9 Aside, games shall be played as follows:
- 9.2.7.1 For Over 50/60 – 9 Aside, 9 v 9 games shall be played in twenty-five (25) minute halves with a five (5) minute half time on a field approximately 70 x 45 metres with goals 5m x 2m and ball size 5.
- 9.2.8 For Grades Over 50/60 – Walk Football, games shall be played as follows:
- 9.2.8.1 For Over 50/60 – Walk Football, 7 v 7 games shall be played in twenty (20) minute halves with a five (5) minute half time on a field approximately 50 x 35 metres with goals 5m x 2m and ball size 5.
 - 9.2.8.2 All players must have at least one foot in contact with the ground at all times, including the goalkeeper.
 - 9.2.8.2.1 The referee will award an indirect free kick against any player who is seen to be not walking.
 - 9.2.8.2.2 A player who repeatedly infringes the walking rule shall be cautioned and shown a yellow card for repeated infringements.
 - 9.2.8.3 Kick-ins shall apply in place of throw-ins. A kick-in shall be awarded to the opponents of the team that last touched the ball when the ball fully crosses the sideline. A kick-in shall be taken from the sideline within 1m of where the ball fully crossed the sideline. Players of the defending team must remain at least 3m from the ball. A goal cannot be scored directly from a kick-in.
- 9.2.9 Premiership Competition Structure:
- 9.2.9.1 All Grades except All Age and Over Age Competitions
 - 9.2.9.1.1 Eight (8) team competitions to form the basis of all competitions except at the discretion of the Grading Committee.
 - 9.2.9.1.2 10 Team Competitions: Will play fourteen (14) rounds to be drawn at the beginning of the season, playing each opponent at least once.
 - 9.2.9.1.3 8 Team Competitions: Will play fourteen (14) rounds, playing each opponent twice.
 - 9.2.9.1.4 6 Team Competitions: Will play fifteen (15) rounds, playing each opponent three times. The fifteen (15) rounds will be drawn in calendar order through the year, including any additional round scheduled on a date determined by the FMC Appointee.
 - 9.2.9.1.5 Where the Premiership competition is split into two groups prior to completion of the Premiership competition:
 - a) Any such split shall be advised by the FMC and Grading Committee prior to the Premiership competition commencing.
 - b) All competition points gained and all goals for and against up to the split will be retained for all teams.
 - c) For split competitions with a bye, the bye will be allocated to the lower group.
 - 9.2.9.2 Grades All Age and Over Age Competitions
 - 9.2.9.2.1 Ten (10) team competitions to form the basis of all competitions except at the discretion of the Grading Committee.

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- 9.2.9.2.2 10 Team Competitions: Will play eighteen (18) rounds to be drawn at the beginning of the season, scheduled to play each opponent twice.
- 9.2.9.2.2.1 Washed out rounds shall not be replayed unless they can be rescheduled without impact to the completion of the Championship competition. The decision of the FMC Appointee is final.
- 9.2.9.2.2.2 Matches in partially completed rounds may be cancelled where the remaining matches cannot be replayed, subject to approval by the FMC Appointee. The decision of the FMC Appointee is final.
- 9.2.9.2.3 8 Team Competitions: Will play fourteen (14) rounds, playing each opponent twice.
- 9.2.9.2.4 6 Team Competitions: Will play fifteen (15) rounds, playing each opponent three times. The fifteen (15) rounds will be drawn in calendar order through the year, including any additional round scheduled on a date determined by the Chair of the FMC Appointee (as appropriate).
- 9.2.10 Championship Competition Structure, all grades except All Age and Over Age 10-team Competitions
- 9.2.10.1 The Championship competition shall be a Round Robin structured as follows:
- | 1st Round | 2nd Round | 3rd Round |
|-----------|-----------|-----------|
| 1 v 4 | 1 v 3 | 1 v 2 |
| 2 v 3 | 2 v 4 | 3 v 4 |
- Where a competition table is conducted as per the Premiership competition rules.
- 9.2.10.2 The number of rounds shall be determined by the number of available weekends between the end of the Premiership competition and the scheduled Championship Final, and subject to wet weather cancellation of those available weekends.
- 9.2.10.2.1 In the event of any Round being washed out, that Round will be rescheduled prior to any subsequent round, until the washed-out Round is played or until the remainder of the Round Robin is cancelled.
- 9.2.10.2.2 For grades Under 18 and higher, where the Competition structure or other factors determine that only one round of round robin can be scheduled, that round shall be structured as knock-out semi-finals as follows
- | | |
|--------------|-------|
| Semi-Final 1 | 1 v 4 |
| Semi-Final 2 | 2 v 3 |
- For these semi-finals matches, if the score at the end of full time is drawn then a penalty shoot-out will occur to determine the winner. The winners progress to the Championship Final.
- Note that this does not apply where multiple rounds of round robin have been scheduled and at least one round has been played as per Clause 9.2.10.1
- 9.2.10.3 Championship Finalists shall be the teams finishing first and second on the Championship competition table as per Clause 9.2.10.1, or the two winners of the knock-out semi-finals (Clause 9.2.10.2.2) where this applies.
- 9.2.11 Championship Competition Structure, for All Age and Over Age 10-team Competitions
- 9.2.11.1 The Championship Competition shall consist of knock-out semi-finals as follows
- | | |
|--------------|-------|
| Semi-Final 1 | 1 v 4 |
| Semi-Final 2 | 2 v 3 |

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For these semi-finals matches, if the score at the end of full time is drawn then a penalty shoot-out will occur to determine the winner. The winners progress to the Championship Final.

9.2.11.2 Championship Finalists shall be the winners of each knock-out semi-final.

9.2.12 Championship Finals for Mixed and Women's Competitions

9.2.12.1 In Women's Premier League and all Division 1 competitions, where two teams are drawn at full time, ten (10) minutes extra time each way shall be played, except for matches played in 25-minute halves where the extra time shall be five (5) minutes each way. During that extra time, the first team to score will be declared the winner. If no score is recorded during the extra time, the winner shall be determined by a penalty shootout.

9.2.12.2 In Division 2 and lower competitions, where two teams are drawn at full time, the winner shall be decided by a penalty shootout.

9.2.13 Pennant Competition:

9.2.13.1 10 Team Competitions: Round Robin competition as follows:-

1st Round	2nd Round	3rd Round
5 v 10	5 v 9	5 v 8
6 v 9	6 v 8	6 v 10
7 v 8	7 v 10	7 v 9

9.2.13.2 8 Team Competitions: Round Robin competition as follows:-

1st Round	2nd Round	3rd Round
5 v 8	5 v 7	5 v 6
6 v 7	6 v 8	7 v 8

9.2.13.3 6 Team Competitions: Round Robin competition as follows:-

The 2 teams will play for the pennant. If possible the FMC Appointee will organise a special competition with other six (6) team competitions in the same grade, or other similar standard grade/divisions.

9.2.13.4 In the event of any Round being washed out, that Round will be rescheduled prior to any subsequent round, until the washed-out Round is played or until the remainder of the Round Robin is cancelled.

9.2.13.5 In the event that the Round Robin is reduced to only one (1) round, the games will be played as friendly games but no Pennant shall be awarded.

9.3 COMPETITION STRUCTURE FOR MIXED PREMIER LEAGUE & SUPER LEAGUE

9.3.1 There will be a Premier League and Super League competition both comprising of First Grade and Reserve Grade teams.

9.3.2 Premier League and Super League competition shall consist of a Premiership Competition and Championship Competition.

9.3.3 Premiership Competition:

9.3.3.1 Ten (10) team competitions to form the basis of Premier League and Super League competitions, except for Super League which may be an eight (8) team competition if there are insufficient nominations received by the due date in Clause 0.

9.3.3.2 10 Team Competitions: Will play eighteen (18) rounds, playing each opponent twice.

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- 9.3.3.3 8 Team Competitions: Will play fourteen (14) rounds, playing each opponent twice OR twenty-one (21) rounds playing each opponent three times, with the FMC to determine the appropriate structure each year.
- 9.3.3.4 Stoppage time will be played in all Premier League First Grade and Super League First Grade Premiership games.
- 9.3.4 Championship Competition
- 9.3.4.1 The Championship competition shall be a finals series competition structured as follows (for both First Grade and Reserve Grade):
- | | |
|--------------------|--|
| Minor Semi-Final: | 3 v 4 |
| Major Semi-Final | 1 v 2 |
| Preliminary Final: | Loser Major Semi-Final v Winner Minor Semi-Final |
| Grand Final: | Winner Major Semi-Final 1 v Winner Preliminary Final |
- 9.3.4.2 If rain causes the Championship Competition to be reduced the FMC Appointee will decide how this series will proceed depending on time available.
- 9.3.4.3 If in any game of the Championship Competition the score at the end of full time is drawn then ten (10) minutes each way will be played. If at the end of extra time the score is still drawn then a penalty shoot-out will occur.
- 9.3.4.4 Stoppage time will be played in all Premier League and Super League Championship games.
- 9.3.5 Premier League and Super League players may be freely transferred between first grade and reserve grade (where reserve grade exists), except for the final five (5) games of the Premiership Competition
- 9.3.5.1 For the final five (5) games of the Premiership Competition, those players who play in first grade three (3) of the final five (5) games will be ineligible to play in reserve grade for the balance of the Premiership and Championship Competitions.
- 9.3.5.1.1 Any breach of Clause 9.3.5.1 will result in a forfeit by the Reserve Grade team, and subject to fines as per Clause 14
- 9.3.5.1.2 Where there is a bye in the competition this match will not be considered for the purpose of 9.3.5.1
- 9.3.5.1.3 Where there is any breach of Clause 9.3.5.1 by both teams in the same match, it will result in a forfeit by both teams and no points will be awarded to either team and a minus three (-3) goal difference recorded against both teams in the competition table and subject to fines as per Clause 14.
- 9.3.5.2 A player is deemed to have taken the field and played in a match if the player is listed on the team sheet, in accordance with Clause 9.8.
- 9.3.5.3 Goalkeepers that start the match as goalkeeper shall be marked with shirt number "GK" on the team sheet.
- 9.3.5.4 A player that is ineligible to play in reserve grade under Clause 9.3.5.1, is permitted to play as goalkeeper in any subsequent reserve grade game/s, but that player is not permitted to play in any position other than goalkeeper in the reserve grade game/s.
- 9.3.5.4.1 For Reserve grade matches for which Clause 9.3.5.1 applies, players, other than the starting goalkeeper, that play only as goalkeepers, must be noted as such in the "Notes" section of the team sheet (on the rear of the teamsheet for paper

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teamsheets). Failure to note this shall be deemed to indicate that the goalkeeper had played on the field as well as goalkeeper.

- 9.3.6 The team finishing last in the Premier League First Grade premiership to be relegated to Super League, or to All Age if no Super League competition is conducted.
- 9.3.7 Where Super League is conducted, the team finishing first in the Super League First Grade Premiership to be promoted to Premier League and the team finishing last in Super League First Grade to be relegated to the All Age competition.
- 9.3.8 In the event of a Club being unable to provide sufficient players to take the field in both the reserve and first grade games and therefore wishing to forfeit one game, the Club can only forfeit the reserve grade game.
 - 9.3.8.1 Should a Premier League or Super League squad forfeit 2 or more games in a season due to insufficient available players, the Club must present a case to the DM for their inclusion in the Premier League or Super League Competitions for the following season. The DM will then determine if the said Club be relegated to the All Age Competition for the following season.

9.4 SUBSTITUTION & INTERCHANGE

- 9.4.1 For games where interchange applies, the number of interchanges made during the match is unlimited and can be made at any time during the match, during a stoppage in play, and subject to the authority and jurisdiction of the Referee. A player who has been replaced may return to the field for another player.
- 9.4.2 For games where substitution applies, substitutions can be made at any time during the match, during a stoppage in play, and subject to the authority and jurisdiction of the Referee. Once a player has been substituted, they may not retake the field.
- 9.4.3 In “Over Age” grades except Over 50 and Over 60, unlimited player interchange is permissible at any time during the game. No more than eighteen (18) players may participate in any match for any one team. More than eighteen (18) names appearing on a team sheet will constitute a fine against that team as per Clause 14. Where the opposition Manager believes that a team has actually played more than eighteen (18) players, the Manager shall inform the Referee who shall record and report through the NWSFRA incidents reporting system. The team playing more than eighteen (18) players may be subject to a forfeit at the discretion of the GPT.
- 9.4.4 In the Over 50/60 – 9 Aside grade unlimited player interchange is permissible at any time during the game. No more than fourteen (14) players may participate in any match for any one team. More than fourteen (14) names appearing on a team sheet will constitute a fine against that team as per Clause 14. Where the opposition Manager believes that a team has actually played more than fourteen (14) players, the Manager shall inform the Referee who shall record and report through the NWSFRA incidents reporting system. The team playing more than fourteen (14) players may be subject to a forfeit at the discretion of the GPT.
- 9.4.5 In the Over 50/60 – Walk Football grade unlimited player interchange is permissible at any time during the game. No more than ten (10) players may participate in any match for any one team. More than ten (10) names appearing on a team sheet will constitute a fine against that team as per Clause 14. Where the opposition Manager believes that a team has actually played more than ten (10) players, the Manager shall inform the Referee who shall record and report through the NWSFRA incidents reporting system. The team playing more than ten (10) players may be subject to a forfeit at the discretion of the GPT.
- 9.4.6 For all Competitions in grades Under 12 to All Age, Premier League Reserve Grade and Super League Reserve Grade, unlimited player interchange is permissible at any time during the

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game. No more than fourteen (14) players in Under 12s and sixteen (16) players in other competitions may participate in any match for any one team. More than fourteen (14) names for Under 12s and sixteen (16) names for other competitions appearing on a team sheet will constitute a fine against that team as per Clause 14. Where the opposition Manager believes that a team has actually played more than the permitted number of players, they shall inform the Referee who shall record and report through the NWSFRA incidents reporting system. The team playing more than the permitted number of players may be subject to a forfeit at the discretion of the GPT.

9.4.7. In Premier League First Grade and Super League First Grade, unlimited player interchange is permissible at any time during the game.

9.4.7.1. For matches where no extra time is played, no more than sixteen (16) players may participate in any match for any one team. More than sixteen (16) names appearing on a team sheet will constitute fine against that team as per Clause 14. Where the opposition Manager believes that a team has actually played more than sixteen (16) players, he shall inform the Referee who shall record and report through the NWSFRA incidents reporting system. The team playing more than sixteen (16) players may be subject to a forfeit at the discretion of the GPT.

9.5 PLAYER ID:

9.5.1 All competitions are played under the Photo ID system.

9.5.2 All photographs attached to a Photo ID shall comply with Section 18 SCHEDULE 2: PHOTO ID REQUIREMENTS

9.5.3 Each team manager shall complete the teamsheet including shirt numbers for every player taking part in the match and submit this to the opposition manager for verification at least ten (10) minutes prior to the commencement of the match.

9.5.4 The opposition manager has the right to sight any or all of the players for verification against the player's Photo ID.

9.5.5 Five (5) minutes prior to scheduled kick-off (or immediately after players from the previous scheduled match at that ground have vacated the field), the Referee and all players, including substitutes and interchange players, shall assemble at the centre circle, forming two lines facing each other.

9.5.5.1 The opposition managers may also attend at the centre circle, and may verify player Photo IDs at this time, or record photographs of any opposition players who must be over the age of 18, using a smartphone etc.

9.5.5.2 The Referee shall not start the match unless both teams have assembled at the centre circle and Photo ID inspection is completed.

9.5.5.2.1 If one or both teams refuse to assemble at the centre circle, the referee shall report such to the Association and proceed with the match. Teams found to have breached this Clause shall be referred to the FMC Appointee. Teams found to have repeatedly breached this Clause shall be fined in accordance with Clause 14.

9.5.5.3 Where the kick-off is delayed beyond the scheduled kick-off, the match shall be shortened in accordance with Clauses 7.11 and 8.1.15 as appropriate.

9.5.6 If the opposition manager contests the identity of a player, the manager shall note on the teamsheet that they contest the identity of the player, noting the name and ID of the player. For electronic teamsheets, the team manager should select "Disputed" when reviewing the opposition teamsheet and enter a reason.

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9.5.7 If a completed teamsheet is not submitted for checking prior to the start of the match, the opposition manager shall

- advise the referee of the situation prior to the commencement of the match.
- submit a report to the Association, via their Club, that the teamsheet was not submitted for verifying prior to match commencement.

The FMC Appointee shall review the reason for non-submission, and determine if any penalties shall apply, including the forfeit of the match if no valid mitigating circumstances apply.

If there are no valid mitigating circumstances that apply and if a completed teamsheet is not submitted the team shall be fined (refer Clause 14) and penalised as follows:

First Offence:	Teamsheet non-submission fine
Second Offence	Teamsheet non-submission fine, plus loss of one (1) competition point
Third & subsequent Offences	Match Forfeit, including associated fines.

9.5.8 Should a Photo ID not be available for an individual player (either electronic or printed), then said player shall not be eligible to take the field in any game.

9.5.9 Players, substitutes and/or interchange players that arrive late to the match shall be added to the teamsheet before the player, substitute and/or interchange player takes the field of play. However, at the Referee's discretion, a player may be permitted to enter the field provided the player is added to the teamsheet as soon as possible.

If the opposition manager has confirmed the teamsheet prior to the player's arrival, then the opposition manager shall be requested to unlock the teamsheet for the update to be done and then resubmitted for the opposition manager to review and confirm Player ID prior to the player taking the field.

9.5.10 A manager has the right, at any time up until the opposition team has left the ground following the completion of a match, to review Photo IDs if they have any doubt about the eligibility of any player. For paper teamsheets, the manager may request from the opposition manager the Photo IDs for that particular team if they have any doubt about the eligibility of any player on the field.

9.5.10.1 The match shall not be stopped or delayed for the purpose of a manager requesting a review of a player's ID after the start of the match.

9.5.11 Player IDs may be reviewed and/or confirmed by any Official of the Association at any time up until the opposition team has left the ground following the completion of a match.

9.6 PLAYING OUT OF GRADE (BORROWED PLAYERS)

9.6.1. Players Registered in any Competition

9.6.1.1. A registered player may play for their Club as a Borrowed Player. Except as allowed in Clauses 9.6.1.5 and 9.6.4, a Borrowed Player may only be an Upgraded Player.

9.6.1.2 A player who is registered in the Masters Competition(s) is not eligible as a Borrowed Player in the Mixed or Women's Competitions, unless they are dual registered in the Mixed or Women's Competition as per Clause 5.3.3.2

9.6.1.3. Upon playing up an eighth game as an Upgraded Player within the one season, that player shall be re-graded to play in the higher grade and division they played in on the eighth occasion

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- 9.6.1.3.1 A player who is not dual registered and plays their eighth game as an Upgraded Player shall remain in the team in which they played their eighth game as an Upgraded Player regardless of which competition that team is in.
- 9.6.1.4. During Championship/Pennant matches, a player in Under 12 to Under 18 grades may only play as an Upgraded Player in a division higher than or equal to their own registered team's division if playing in the next higher grade. These players can play in any division, if playing two grades higher than their own team's registered grade.
- 9.6.1.5. A player registered in either the Mixed Competition or the Women's Competition and who is not dual registered may play for their Club in the other Competition in any team for which the player meets the age and gender eligibility rules. Playing as an Upgraded Player as per this Clause will count as a match for the purposes of Clause 9.6.1.3.
 - 9.6.1.5.1 For players who are dual registered, their match participation record shall be deemed separate and independent in each competition for the purposes of applying the competition regulations and in particular, reference to Clause 9.6.1.3.
- 9.6.1.6. No player may play as a Borrowed Player for another team of their Club that is in the same grade and division, including where two divisions are combined into one competition, except in the following circumstance:
 - 9.6.1.6.1 The lowest graded teams in a Club may borrow a maximum of two (2) players from the same age and division.
 - 9.6.1.6.2 For over-age competitions, the two players from Clause 9.6.1.6.1 may be in addition to the players borrowed under Clause 9.6.4.1
 - 9.6.1.6.3 Where the two teams from the same Club are playing each other, borrowed players under this clause cannot appear on both match sheets, ie. A player can only play for one team in any match
 - 9.6.1.6.4 Teams registered in PLM, PLW, SLM are ineligible under Clause 9.6.1.6.1
- 9.6.1.7. Players registered in the U16, U17 or U18 competitions may play for their Club in PLM, PLW and SLM (subject to gender eligibility) without the restrictions of Clause 9.6.1.3
 - 9.6.1.7.1 Participation in a match by a player under Clause 9.6.1.7. shall not count as a match for the purposes of Clause 9.6.1.3.
 - 9.6.1.7.2 Participation in a match by these players for a team other than specified in Clause 9.6.1.7. shall count as a match for the purposes of Clause 9.6.1.3.
- 9.6.2. Except for Premier League (Mixed) and Super League (Mixed), a limit of five (5) Borrowed Players shall be allowed in a match for the same team.
- 9.6.3. There is no limit to the number of borrowed players in Premier League (Mixed) or Super League.
- 9.6.4. For a team in an Over Age competition (i.e. O30, O35, O40 or O45) a limit of five (5) Borrowed Players shall be allowed in a match.
 - 9.6.4.1 This may include up to two (2) Downgraded Players except in a Championship or Pennant match. For clarity, only Upgraded Players may be used as Borrowed Players in a Championship/Pennant match.

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- 9.6.4.2 Playing as a Downgraded Player does not count as a match for the purposes of Clause 9.6.1.3.
- 9.6.4.3 For clarity, a player may play as a Downgraded Player in any other team of their Club for which they are age and gender eligible and as permitted by these regulations.
- 9.6.5. All Borrowed Players shall be included on the team sheet for that match as per Clause 9.5.3
- 9.6.6. It is the responsibility of all Clubs to keep a record of all Borrowed Players.
 - 9.6.6.1. The Club shall notify the Association in writing when a player has played their eighth game as an Upgraded Player and also the grade/division in which the player played their eighth game. The Association will re-grade the player to the higher grade/division team.
 - 9.6.6.2. To facilitate the administration of this provision, the Association shall notify a Club in writing whenever the Association becomes aware that one of the Club's players has played as an Upgraded Player six (6) times in the season.
- 9.6.7. If a team registered in an Over Age Competition is significantly affected by injury, or is unable to utilise players from a lower grade (e.g. is the lowest ranking team in that Club), the Club may request in writing from the FMC Appointee (as appropriate) that that team be able to use more than the two Downgraded players. The FMC Appointee will approve a request under this Clause only in exceptional circumstances, and the FMC Appointee approval will specify whether approval is given for a particular game or a specified period.

9.7 FORFEITS

- 9.7.1 Matches shall be played on the ground set down by the Association and shall commence at the official kick-off times. Any team failing to play its match as set down shall be deemed to have forfeited the match. Where a Club is aware that a team will forfeit, the Club must notify the Office of the Association of the forfeit by 4.00pm on the Friday immediately preceding the game. If such notice is not provided, a forfeit fine, as prescribed in Clause 14 will apply, or other sanctions as determined by the GPT. Forfeits must be advised by the authorised Club contact and can be via email or text prior to deadline. If advising a forfeit after the deadline, it must be notified to the Association by phone or text message only.
- 9.7.2 If a team is unable to field at least the following number of its own registered players at the scheduled starting time, then such team will be deemed to have forfeited the match. No grace period shall be permitted.

a)	Over 50/60 – Walk Football	4 players
b)	Over 50/60 – 9 Aside	6 players
c)	All other grades	7 players
- 9.7.3 Where a team loses enough players in a match that are unable to return to the field due to injury, send-off etc, such that it can no longer field the following number of its own registered players then the game shall cease and the referee shall submit an incident report to the Association. The result of the match shall be at the discretion of the FMC Appointee.

a)	Over 50/60 – Walk Football	4 players
b)	Over 50/60 – 9 Aside	6 players
c)	All other grades	7 players
- 9.7.4 Teams forfeiting on two consecutive occasions without satisfactory reason may be removed from the competition by the GPT.

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- 9.7.5 Any team that forfeits a match shall be fined in accordance with Clause 14. A forfeit fine will not apply where three (3) business days advance notice is given to the Association.
- 9.7.6 Any team which plays an ineligible player, suspended player, or a player who is not registered with the Association shall be deemed to have forfeited that match.
- 9.7.7 Where a team forfeits a match, such match shall be treated as a game by the opposing team for all purposes of these Regulations and Schedules.
- 9.7.8 State Competitions: Where a Club which has agreed to represent the Association in a State Competition forfeits a State Competition match, the Club will be charged any amount imposed by FNSW in respect of the forfeit.

9.8 TEAM SHEETS

- 9.8.1 In all competition matches, except Championship Finals, both teams must ensure that before the scheduled start of the match they have:
- a) submitted their completed teamsheet including upgraded players, deleted players not participating, and added shirt numbers for all participating players for the opposition manager to review,
 - b) confirmed the opposition's team sheets
- 9.8.2 For Championship Finals matches, both team managers must report to the Association Officials at the ground thirty (30) minutes prior to the scheduled start of the match for instructions.
- 9.8.3 If either team manager requests to confirm the Photo IDs of the opposition team players, then they shall do so when all players of both teams line up at the centre circle of the pitch prior to the start of the game. If this process delays the start of the match, the playing time shall be reduced to ensure the match finishes in time for the commencement of the following scheduled match, or if it is the last scheduled match of the day to ensure that sufficient light will be available to finish.
- 9.8.4 Any player not listed on the teamsheet for a match shall not be eligible to take the field in that match, except at the discretion of the Referee in accordance with Clause 9.5.9.
- 9.8.5 All upgraded players listed on the team sheet will be deemed to have played in the match.
- 9.8.6 The referee shall enter on the teamsheet the code for any caution and/or send off issued during the game against the offending player's name.
- 9.8.6.1 Where electronic team sheets are used, any caution and/or send off issued during the game shall be reported in accordance with Association and/or Referees Association instructions.
 - 9.8.6.2 All paper team sheets, if used, are to be posted or delivered by the appointed Referee, or by the home Club if no appointed referee is present, to the Association following the completion of each game and are to be posted so as to reach the Association no later than two (2) working days following the game.
- 9.8.7 In Premier League and Super League all players listed on the team sheet will be deemed to have played in the match.
- 9.8.8 Players entered onto the team sheet, but who will not, or did not participate in the game, may be deleted from the team sheet. The team manager shall, as soon as practicable, confer with the opposing team manager to make the necessary changes to the team sheet.

9.9 REFEREES

- 9.9.1 Where possible, a referee shall be appointed for each match by the Referees Association, or by this Association.

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- 9.9.2 Where no official referee is available, it shall be the duty of the two team managers to reach a decision and appoint a substitute referee or referees (one each half). If no decision can be reached, each manager must referee half a game. Both managers should sign the team sheet after the match if using paper team sheets. If using electronic team sheets the names of the unofficial referees must be entered on the team sheets.
- 9.9.3 The person or persons who referee the match have the same authority and rights as an official referee, including, but not limited to, cautioning or sending off a player and submitting incident reports. The person or persons who referee the match should, if paper team sheets are being used, sign the reverse side of the team sheet, noting any cautioned players, players sent from the field or incidents as appropriate, and return same to the home Team Manager who shall ensure that it is returned to the Association by the following Tuesday. If electronic team sheets are being used, the person who referees the match should note their name in the appropriate space, note any cautioned players, and players sent from the field or incidents as appropriate. If the person who referees the match does not have access to the electronic team sheets, then they should advise their Club of the details, and the Club shall forward such information to the Association no later than the Tuesday immediately following the match.
- 9.9.4 Where an active, qualified member of the Referees Association is present at the ground, that Referee has the right to referee the match, providing that the match is at the level of game the Referees Association member normally covers.

9.10 NO SLIDE TACKLE RULE

- 9.10.1 The No Slide Tackle Rule shall only apply to Competitions specifically identified as such in Clause 9.1.21.
- 9.10.2 In challenging for the ball, players other than the goalkeeper must remain on their feet. If a player, other than the goalkeeper, challenges for the ball and, in executing such challenge, goes to ground in a sliding or lunging motion or, if while on the ground, whether stationary or in motion, a player attempts to challenge for possession of the ball, the referee shall stop play and award an indirect free kick to the opposing team.
- 9.10.3 Play shall be restarted by an indirect free kick to the opposing team taken from the position required by FIFA Law 13 (Free Kicks) – Section 2. “Procedure”.
- 9.10.4 It is not an offence to go to ground to play the ball or to play the ball while on the ground provided that no opposing player is in the immediate vicinity.
- 9.10.5 Goalkeepers may dive to ground when attempting to challenge for the ball provided that they do so leading with their upper body and/or arms. If a goalkeeper goes to ground in a challenge for the ball leading with their feet or legs, or challenges for the ball with their legs whilst on the ground, the referee shall stop play and award an indirect free kick to the opposition.
- 9.10.6 If an indirect free kick is awarded under this rule variation, no further sanction (such as a caution) shall apply. Specifically, the red card sanction that results from denying an obvious goal-scoring opportunity by an offence punishable by a free kick shall not apply.

9.11 ABANDONED MATCHES

- 9.11.1 A match which has commenced, then play is suspended (e.g. to attend to a player injury, fix ground issues) and play is recommenced prior to declaration of full time, is not an abandoned match. However, in exceptional circumstances, the FMC Appointee may require the match to be replayed. The replayed match shall be in accordance with the following provisions, with the replayed match commencing at the time of the incident that led to the suspension of play.

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- 9.11.2 When a match is abandoned, the GPT may investigate the circumstances of the abandonment and impose such penalties as it deems fit on Clubs, Club Officials, Players and/or Spectators adjudged to be associated with the abandonment.
- 9.11.3 Where a Club, Club Official, its Players or Spectators are found to have caused the abandonment of the Match, the Match will be forfeited by that Club to the opposition.
- 9.11.4 When a Match is abandoned for any reason over which neither Club was responsible, it may be replayed at the discretion of the FMC Appointee. Clubs can request a match be declared abandoned provided they submit the request in writing within 7 days of the match, and such request will be determined by the FMC Appointee in their discretion.
- 9.11.5 If the match is not to be replayed and is not forfeited as per Clause 9.11.3, the score at the time of the abandonment shall be the match result.
- 9.11.6 If the match is replayed it shall be scheduled to be replayed as soon as possible subject to Association scheduling and ground availability. A replayed match can be scheduled for a different venue and at a different kick-off time to the abandoned match.
- 9.11.7 A replay of an abandoned match shall be conducted as follows:
 - 9.11.7.1 A coin toss is used to determine which way the teams play on the field. Play is restarted with a kick-off by the team losing the coin toss.
 - 9.11.7.2 The Match will recommence at the minute at which play was abandoned, with the score at the time of the abandonment.
 - 9.11.7.3 The Match will recommence with the same Players on the pitch and substitutes/interchange players available as when the Match was initially abandoned, subject to:
 - 9.11.7.3.1 Players sent off during the abandoned Match, sent off for any incident that led to the abandonment, or were sent-off by the Match Referee after the abandonment (whilst still under the jurisdiction of the Match Referee), cannot participate in the match nor be replaced by a substitute/interchange player if they were on the field at the time of abandonment.
 - 9.11.7.3.2 If a player has received a Suspension after being sent-off in other matches conducted between the abandoned match and the replay of that match then
 - a) they cannot participate in the replayed match.
 - b) the replayed match does not constitute a match for the purpose of serving a suspension
 - c) the player cannot be replaced on the teamsheet, i.e. the number of players available for the match is reduced.
 - d) if the player was on the field at the time of abandonment, they may be replaced on the field by a named substitute/interchange player.
 - 9.11.7.4 No additional players may be added to the teamsheet by either team, except at the discretion of the FMC Appointee.
 - 9.11.7.5 Teams can make only the number of substitutions or interchanges to which they were still entitled when the Match was abandoned.
 - 9.11.7.6 All players on the teamsheet shall start the replayed match subject to any caution (yellow card) issued to them in the abandoned match prior to the abandonment or issued by the Match Referee after the abandonment whilst still under the jurisdiction of the Match Referee.

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- 9.11.8 An abandoned match shall count as a match for the purposes of Clause 9.3.5.1 where it is one of the last five Premiership matches. The replay of that abandoned match (if played) shall not be counted as a match for the purposes of Clause 9.3.5.1.
- 9.11.9 If a Premier League first grade or Super League first grade match is abandoned, and one of the teams subsequently forfeits the replay of that abandoned match, this shall not be considered a breach of Clause 9.3.8 (meaning that the associated Reserve Grade match is not forfeited).

10 DISCIPLINE

This Clause defines how grievance or disciplinary matters are dealt with.

- 10.1 All aspects of grievance and disciplinary matters are set out in the Association Grievance and Disciplinary Regulations attached as a Schedule to these Regulations. The Schedule is to be read in conjunction with these Regulations and the Constitution.

10.2 TEMPORARY DISMISSALS CAUTIONS

- 10.2.1 All Competitions from Under 10 upwards shall use Temporary Dismissals yellow cards in accordance with Law 5 of the Rules of the Game, subject to the use of Temporary Dismissal System B of that Rule.
- 10.2.2 A Temporary Dismissal Yellow Card is issued by a Match Official to a Player for the following cautionable offences only:
- | Code | Description |
|------|--|
| Y2 | The player shows dissent by action or word |
- 10.2.3 The procedures for Temporary Dismissals are found in Clause 15.

11 PROTESTS/APPEALS

This Clause defines how Clubs or players may appeal decisions of the Association or constituted bodies of the Association.

- 11.1 All appeals or protests will be conducted in accordance with the Association Grievance and Disciplinary Regulations set out in the Schedule to these Regulations. The Schedule is to be read in conjunction with these Regulations and the Association Constitution.
- 11.2 All appeals will be heard under the Association Appeals Procedures as drawn up by the Association. A copy of these procedures shall be provided to all appellants.

12 PERPETUAL TROPHIES

This Clause defines the management of perpetual trophies.

- 12.1 Clubs shall return to the Association, by 30th June in each year, any perpetual trophies presented to the Club, their teams or their players for the previous season. Clubs failing to return same by the said date will incur a fine per trophy as prescribed in Clause 14.

12.2 ASSOCIATION TROPHIES AND AWARDS

- 12.2.1 Mixed Competition

- 12.2.1.1 Mixed Club Championship

Open to all Clubs with 10 or more competition teams, providing 4 of those teams are graded in Division 1 or Division 2, or in Premier League or Super League, where the Premier League or Super League squad counts as two teams. The Club Championship shall be decided as follows –

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Teams are allocated points based on final Premiership table positions as follows:

Within each Age Group (excluding PL/SL):

- 20 pts allocated to Div 1 Pos 1, 19 pts to Div 1 Pos 2 down to last team in Div 1.
- Div 2 Pos 1 team allocated 1 pt less than that allocated to team finishing last in Div 1, then Div 2 Pos 2 receives one lower still and so on until Div 2 last position, or the points reach 1
- If the number of teams in Div 1 plus Div 2 is greater than 20, then remaining teams in Division 2 all receive 1 pt.

Within Premier League and Super League:

- 30 pts allocated to PLF Pos 1, 29 pts to PLF Pos 2 down to last team in PLF.
- 20 pts allocated to PLR Pos 1, 19 pts to PLR Pos 2 down to last team in PLR.
- 20 pts allocated to SLF Pos 1, 19 pts to SLF Pos 2 down to last team in SLF.
- 10 pts allocated to SLR Pos 1, 9 pts to SLR Pos 2 down to last team in SLR or the points reach 1.
- If the number of teams in the division is greater than the starting count, then remaining teams in the division receive 1 pt.

The final Club Championship ranking is based on the highest average points per team for each Club (total allocated points to each Club, divided by the total number of teams for that Club that are graded in Division 1 or Division 2, or in Premier League or Super League, where the Premier League or Super League squad counts as two teams.)

12.2.1.2 Bill Plaskett Trophy

12.2.1.2.1 Awarded to the outstanding Mixed 1st Division team in the competition.

12.2.1.2.2 The winner will be an undefeated team, but if two or more teams are undefeated, then the team with the most number of wins or draws, but if two or more teams are equal on this point, then the team with superior goal average.

12.2.1.3 Keith Hillman Trophy

12.2.1.3.1 Awarded to the best defensive Mixed Under 13 team.

12.2.1.4 Hodgkiss-Iredale Medal

12.2.1.4.1 The Hodgkiss-Iredale Medal (2) shall be awarded at the Championship Finals of the Premier League First Grade and the Premier League Reserve Grade. It is awarded to the player adjudged to be the Best & Fairest for the respective match. The Association Chairperson shall determine the judge(s) for the award.

12.2.2 Women's Competition

12.2.2.1 Russell Field Fair Play Award

12.2.2.1.1 An award to be presented to the club/s which has the most distinguished fair play record.

12.2.2.1.2 There may be a single club as winner or a group of clubs as joint winners.

12.2.2.1.3 Any club playing in Women's Premiership Competition is eligible.

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- 12.2.2.1.4 “Demerit” points are tallied as follows, and the tally of points will cease each season at the end of the Women’s Premiership Competition.

Yellow Card	5 Points
Red Card	10 Points multiplied by the number of weeks of suspension for the offending player
Incident Report	
Reprimand	10 Points
Fine	20 Points
Bond	40 Points
Team Withdrawal	80 Points

- 12.2.2.1.5 The tally of points will cease each season at the end of the Women’s Premiership Competition.
- 12.2.2.1.6 Club points are to be divided by fielded teams.
- 12.2.2.1.7 The club with the least amount points is the winner.
- 12.2.2.1.8 If after calculating these pro-rata totals, there is a tied ranking at the top of the list for the “Fair Play Award”, joint winners will be declared and will receive their awards at the AGM. The name(s) of the Club(s) in this winners’ group with the greatest number of teams will be recorded on the Women’s Fair Play Award Honour Board.

12.2.2.2 Women’s Club Championship

- 12.2.2.2.1 The Association shall award a trophy annually to be known as the Women’s Club Championship. The Women’s Club Championship shall be given in recognition of efforts in building multiple Women’s teams within a Club as well as on-field performance.

Open to all Clubs with 5 or more competition teams, providing 2 of those teams are graded in Division 1 or Division 2, or in Premier League Women’s. The Club Championship shall be decided as follows –

Teams are allocated points based on final Premiership table positions as follows:

Within each Age Group (excluding PLW):

- 20 pts allocated to Div 1 Pos 1, 19 pts to Div 1 Pos 2 down to last team in Div 1.
- Div 2 Pos 1 team allocated 1 pt less than that allocated to team finishing last in Div 1, then Div 2 Pos 2 receives one lower still and so on until Div 2 last position, or the points reach 1
- If the number of teams in Div 1 plus Div 2 is greater than 20, then remaining teams in Division 2 all receive 1 pt.

Within Premier League Women’s:

- 30 pts allocated to PLF Pos 1, 29 pts to PLF Pos 2 down to last team in PLW.

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The final Club Championship ranking is based on the highest average points per team for each Club (total allocated points to each Club, divided by the total number of teams for that Club that are graded in Division 1 or Division 2, or in Premier League or Super League, where the Premier League Women's.)

- 12.2.2.2.2 The Club Championship Trophy will be presented at the Annual General Meeting each year. The winning Club shall hold the perpetual trophy for the year.

12.2.2.3 Leigh Wardell Medal

- 12.2.2.3.1 The Leigh Wardell Medal shall be awarded at the Championship Final of the Womens Premier League. It is awarded to the player adjudged to be the Best & Fairest for the match. The Association Chairperson shall determine the judge(s) for the award.

13 SPECIAL COMPETITIONS

This Clause allows the Associations to run competitions other than those described elsewhere in these Regulations.

- 13.1 The Association may conduct special competitions under such rules and conditions as are directed by the DM.

14 COMPETITION FINES

This Clause defines the fines that may be applied to Clubs, teams or players in accordance with general Regulations.

14.1 Forfeit Fines:

Under 6 to Under 8	\$15.00
Under 9 to Under 11	\$20.00
Under 12 to Under 14	\$25.00
Under 15 to Under 16	\$30.00
Under 17 to AA	\$75.00
Over 35 to Over 45	\$75.00
Over 50 and Over 60	\$30.00
Premier League & Super League	\$100.00

In addition to the above fines, if notification of such forfeit is NOT given to the Association by 4.00pm on the Friday preceding the game then the team forfeiting shall also be liable for the appropriate match officials' fees for the forfeited game.

- 14.2 Late Team Registration Fine: \$100
Late nomination Fine for senior teams: \$250

14.3 General Fines:

Failing to dress a ground as per Clause 7.3 and 7.5	\$50
Failing to undress a ground as per Clause 7.5	\$200
No match ball	\$10.00 per team per match
No, late or incorrect result submitted to NWSF	\$10.00 per team per match
Non-attendance at DM	\$50.00
More than the allowed players on teamsheet	\$5.00 per player per match
Non-numbered shirts	\$5.00 per player per match
Missing shirt numbers on teamsheet	\$5.00 per player per match
Missing player ID numbers on teamsheet	\$5.00 per player per match
Missing upgraded player's team on teamsheet	\$5.00 per player per match

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No Team Official ID (Armband)	\$5.00
No Alternate Strip	\$50.00 per team per match
Failing to return perpetual trophy by due date	\$100.00 each trophy
No teamsheet submitted by the required time	\$25.00 per team/match
Played unregistered players	\$50.00 per player/match
Player missing from teamsheet	\$25.00 per player/match
Incorrect shirt number listed on teamsheet	\$5.00 per player/match
Team repeatedly not presenting at centre circle prior to match	\$25.00 per team per match
Failure to verify player DOB or identity when requested	\$500
Fail to perform Canteen Duties	\$200

14.4 The FMC shall have the power to waive any fines under these Regulations, other than fines imposed by the GPT.

14.5 State Competitions:

14.5.1 Failure to notify results by the prescribed time in the prescribed manner - \$250 (or such other amount as FNSW may impose)

14.5.2 Forfeit Fine - \$250 (or such other amount as FNSW may impose)

14.6 Fines for MiniRoos football shall be \$5.00 per infringement except where varied by Clause 8.17 or Clause 14.1.

14.7 Fine for not complying with Strip & Sponsorship (see Clause 6) shall not exceed \$500.

15 TEMPORARY DISMISSALS

15.1 TEMPORAY DISMISSAL CAUTIONS

15.1.1 A temporary dismissal is when a player commits a cautionable (YC) offence of Clause 10.2.2 and is punished by an immediate 'suspension' from participating in the next part of that match.

15.1.2 Temporary dismissals apply to cautions received by players on the field only.

15.1.3 Cautions (YC) for substitutes or substituted players are not a Temporary Dismissal.

15.1.3.1 Cautions (YC) for players whilst serving a Temporary Dismissal are not a Temporary Dismissal, whether during play, during a stoppage in play, during half time, during the period between the end of normal time and start of extra time, half time in extra time.

15.1.4 If the goalkeeper is subject to a temporary dismissal caution, then one of the remaining field players from that team shall take over the goalkeeping duties, or the team may substitute one of the remaining field players for a reserve goalkeeper, where allowed.

15.2 THE TEMPORARY DISMISSAL PERIOD

15.2.1.1 The length of the temporary dismissal is the same for all offences.

15.2.1.2 The length of the temporary dismissal shall be:

- Five (5) minutes for matches of 30 minute or less halves
- Ten (10) minutes for matches of greater than 30 minutes halves

15.2.1.3 The temporary dismissal period begins when play restarts after the player has left the field of play.

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- 15.2.1.4 For matches where stoppage time is played, the referee shall include in the temporary dismissal period any time 'lost' for a stoppage for which 'additional time' will be allowed at the end of the half (e.g. substitution, injury, etc.)
- 15.2.1.5 If a temporary dismissal period has not been completed at the end of the first half, or the end of the second half when extra time is to be played, or at the end of the first period of extra time, the remaining part of the temporary dismissal period is served from the start of the second half, start of extra time or start of the second period of extra time (as appropriate).
- 15.2.1.6 Once the temporary dismissal period for a player has been completed, the player can return from the touchline at the half way point and with the referee's permission, which can be given while the ball is in play.
- 15.2.1.7 The referee has the final decision as to when the player can return.
- 15.2.1.8 A temporarily dismissed player cannot be substituted until the end of the temporary dismissal period (but not if the team has used all its permitted substitutes)
- 15.2.1.9 A player who is still serving a temporary dismissal at the end of the match is permitted to take part in kicks from the penalty mark (penalties).
- 15.2.1.10 Temporary dismissals do not apply during the period of taking of penalty kicks (where penalty kicks are used to determine the outcome of the match after normal or extra time).

15.2.2 TEMPORARY DISMISSAL AREA

- 15.2.2.1 A temporarily dismissed player should remain within the technical area (where one exists) or with the team's coach/technical staff, unless 'warming up' (under the same conditions as a substitute).
- 15.2.2.2 A player knowingly leaving the Technical Area whilst serving a temporary dismissal except for normal 'warming up', and without the permission of the Referee, shall be cautioned for dissent, and will take no further part in the match and may not be replaced/substituted.

15.3 MINIMUM NUMBER OF PLAYERS ON THE PITCH

- 15.3.1.1 A player serving a temporary dismissal period is considered to remain under the jurisdiction of the referee hence the player is counted as one of the players "on the pitch" for the purpose of meeting the minimum number of players for a match.
- 15.3.1.2 If a player receives a second temporary dismissal caution in the same match, and the team has no substitutes or replacements available, including where a team has used all allowed substitutions, and without this player the team will field less than the minimum number of players allowed, then the match shall be abandoned at the time the second temporary dismissal period is completed.

15.4 OFFENCES BEFORE/DURING/AFTER A TEMPORARY DISMISSAL

In this Clause, the term Caution (YC) refers to any cautionable offence except a temporary dismissal cautionable offence, whilst the term Temporary Dismissal (YC) shall refer to a temporary dismissal cautionable offence.

- 15.4.1.1 A player who receives a second Caution (YC) in the same match will be sent off and takes no further part in the match and may not be replaced/ substituted.
- 15.4.1.2 A player who has received a Caution (YC) and then receives a Temporary Dismissal (YC) can continue playing after the end of the temporary dismissal period.

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- 15.4.1.3 A player who has received a Temporary Dismissal (YC), has returned to the field and then receives a Caution (YC) continues playing.
- 15.4.1.4 A player who receives a second Temporary Dismissal (YC) in the same match after having fully served the temporary dismissal period for the first Temporary Dismissal (YC) will serve the temporary dismissal period and then take no further part in the match. The player may be replaced by a substitute at the end of the second temporary dismissal period if the player's team has not used its maximum number of substitutes but a player who has also received a non-temporary dismissal caution (YC) may not be replaced or substituted.
- 15.4.1.5 A player who has received a Temporary Dismissal (YC), who, before the completion of their temporary dismissal period, commits either another Caution (YC) offence or a sending-off (RC) offence will take no further part in the match and may not be replaced/substituted.
- 15.4.1.6 A player receiving two Temporary Dismissals (YC) in the same match is not a red card offence (i.e. it is not an R7 Receiving a second caution in the same match).

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SCHEDULE 1: GRADES AND DIVISIONS

1. The following tables list potential Grades within the Association's competitions. Other grades are allowed subject to approval of the DM.

1.1 Under Age Grades including open age grades.

Rank	Designation	Grade Acronym	Mixed & Mixed MiniRoos	Women's & Girls MiniRoos
Highest	Premier League	PL	MPL	WPL
HIGHER GRADE >>>>>>>	Super League	SL	MSL	WSL
	All Age	AA	MAA	WAA
	Under 21	U21	MU21	WU21
	Under 20	U20	MU20	WU20
	Under 19	U19	MU19	WU19
	Under 18	U18	MU18	WU18
	Under 17	U17	MU17	WU17
	Under 16	U16	MU16	WU16
	Under 15	U15	MU15	WU15
	Under 14	U14	MU14	WU14
	Under 13	U13	MU13	WU13
	Under 12	U12	MU12	WU12
	Under 11	U11	MU11	WU11
	Under 10	U10	MU10	WU10
	Under 9	U09	MU09	WU09
	Under 8	U08	MU08	WU08
	Under 7	U07	MU07	WU07
Lowest	Under 6	U06	MU06	WU06

1.2 Over Age Grades including open age grades.

Rank	Designation	Grade Acronym	Mixed	Women's
Highest	Premier League	PL	MPL	WPL
HIGHER GRADE >>>>>>>	Super League	SL	MSL	WSL
	All Age	AA	MAA	WAA
	Over 30	O30		WO30
	Over 35	O35	MO35	
	Over 40	O40		WO40
	Over 45	O45	MO45	
	Over 50	O50	MO50	
Lowest	Over 60	O60	MO60	

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1.3 The following list potential Divisions within Grades of the Association's competitions.
Other divisions are allowed subject to approval of the FMC Appointee.

1.3.1 Under Age, Over Age and All Age grades.

Rank		Designation	Example Mixed	Example Women’s	Mixed Premier League
Highest		Division 1	MU09/01	WAA/01	MPL/F
HIGHER DIVISION ↑↑↑↑↑	LOWER DIVISION ↓↓↓↓↓	Division 2	MU09/02	WAA/02	MPL/R
		Division 3	MU09/03	WAA/03	
		Division 4	MU09/04	WAA/04	
		.			
Lowest		Division NN	MU09/NN	WAA/NN	

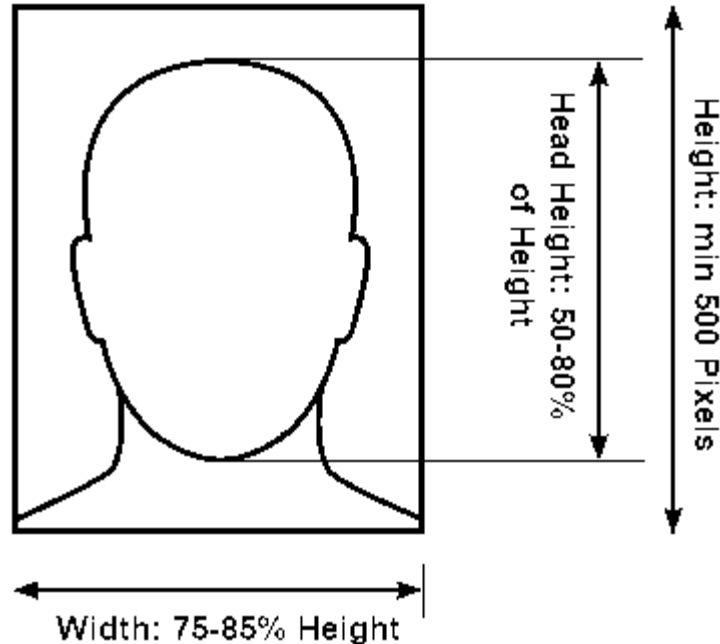
1.3.2 Mixed Premier League and Super League are squad-based competitions with a First Grade and Reserve Grade, where the first grade is considered the "higher" division.

1.3.3 Grades with divisions that are not identified by numbers, e.g. colours or animals, have no ranking of higher or lower divisions.

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SCHEDULE 2: PHOTO ID REQUIREMENTS

1. Digital photographs shall be a true likeness of the player such that the player may be identified from electronic photo IDs and printed Photo ID sheets. The FMC Appointee will be the arbiter on the suitability of photos as per this Schedule and can require replacement of photos that do not meet these requirements.
2. Digital photographs shall be similar to passport style photographs:
 - 2.1 The preferred digital formats are jpg, jpeg or png format, but may be other formats accepted by the FA Registration System.
 - 2.2 Photos shall be in colour, providing a true likeness of the players features, i.e. must be in focus without pixel blurring.
 - 2.3 The player shall be facing forward, with the face clear of obstruction or shadow.
 - 2.4 The background shall be plain and light coloured.
 - 2.5 No editing of the original photograph is allowed other than cropping for size requirements.
 - 2.6 The player shall have no head coverings, except for religious garments that are worn in matches.
 - 2.7 The minimum height shall be 500 pixels.
 - 2.8 The width shall be a minimum of 400 pixels, and shall be 75-85% of the height.
 - 2.9 The persons head shall cover 50-80% of the height measurement



SCHEDULE 3: UNIFORM AND EQUIPMENT REGULATIONS



North West Sydney Football Uniform and Equipment Regulations

Version 1 - 2021

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These Uniform and Equipment Regulations (hereinafter the Regulations) are a Schedule to the NWSF Competition Regulations.

1. Player's equipment

The wearing of any clothing or apparel onto the field of play is subject to the approval of the Match Officials regardless of any article of these Regulations stating otherwise.

Players must not use equipment or wear anything that is dangerous.

1.1. Players' Compulsory Equipment

- a) Players' compulsory equipment shall consist of playing shirts, shorts, socks (herein referred to as strip), and shin guards and football boots which must be worn for the duration of the match, but may be changed where items need replacing.
- b) Unless otherwise exempted or allowed by a referee, goal keepers are the only players who are permitted to wear caps as they may constitute a danger to opponents.
- c) Players of each team are required to wear the same shirt, shorts and socks (i.e. same colour and design) throughout the fixture, except for the designated goalkeeper who shall wear a strip that clearly distinguishes them from their own team, the opposition team and the Match Officials.

1.2. Items Worn Under the Playing Kit

- a) Players may wear an under shirt or under shorts / tights and where possible, the shirt or shorts / tights should be the same tonal colour as the predominant colour of the relevant item of kit that they are worn under.

1.3. Footwear

- a) Players shall wear footwear such as football boots that provide suitable level of protection for the player and that do not present a danger to other players, and comply with the requirements of the venue, particularly on synthetic surfaces.

1.4. Jewellery and Glasses

- a) The only jewellery that is permitted to be worn by Players is a medical alert bracelet or necklace. The bracelet or necklace must be taped or bandaged to the body, covered by a wrist band, or otherwise appropriately padded.
- b) Players are permitted to wear sports goggles, sports glasses and sports sunglasses as long as, in the Match Official's opinion, the glasses pose no danger to the player wearing the glasses or to any other Player on the field.

1.5. Miscellaneous Head wear

- a) Where head covers are worn they must:
 - i. Be black or of the same main colour as the jersey (provided that Players of the same team wear the same colour head scarf).
 - ii. Be in keeping with the professional appearance of the Player's equipment.
 - iii. Not be attached to the jersey.

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- iv. Not pose any danger to the Player wearing it or to any other Player (e.g. opening / closing mechanism around the neck).
 - v. Not have any part(s) extending out from the surface (protruding elements).
- b) For religious reasons, Match Officials must not check the affixing of the Hijab. For religious reasons, Match Officials shall not check the affixing of the Hijab or headscarf of a Player and under no circumstances shall touch the garment.

1.6. Miscellaneous Protective/Medical Equipment

- a) Players shall not wear any medical equipment or protective equipment that may present a danger to themselves or any other player
- b) Modern protective equipment such as headgear, face masks and knee and arm protectors made of soft, lightweight padded material are not considered dangerous and are therefore permitted. Such equipment shall only be used when assessed and approved by the Match Officials.
- c) Medical equipment such as hearing aids, including items associated with cochlear implants are permitted subject to the approval of the Match Officials..
- d) Approved fitness tracking devices, such as GPS trackers, are permitted. However, all devices must not present a danger to the player or the opponents.
- e) Where Match Officials are not available (eg minis football), approval should be obtained in advance from the Association.

1.7. Other Equipment

- a) Cloth head bands and wrist bands are permitted.
- b) Material and elastic hair ties are permitted.

1.8 Disciplinary Sanctions

- a) Except for the inspection of the use of the Hijab, the players are to be inspected by the referees before the match and substitutes before they enter the field of play. If a player is discovered to be wearing unauthorised clothing or jewellery during play, the referee must:
 - 1. Inform the player that the item must be removed;
 - 2. Order the player to leave the field of play at the next stoppage if they are unable or unwilling to comply;
 - 3. Caution the player if they wilfully refuse to comply or, having been told to remove the item, is discovered to be wearing the item again.

If play is stopped to caution the player, an indirect free kick must be awarded to the opposing team from the position of the ball when play was stopped.

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2. PLAYING STRIPS

2.1. Scope and Administration

- a) All Clubs must register their playing strip with the Association to ensure it complies with these Regulations.
- a) Where it has been found that a Club uses a non-sanctioned strip (including wearing incorrect home/clash strip at fixtures then the Club will be subject fines as per Clause 14 of the NWSF Regulations.

2.2. Strip Submission and Approval

- a) In accordance with NWSF Competition Regulations, any uniform colour registration/alteration or modification, including addition of sponsorship logos, must be submitted and subsequently approved by the NWSF Strip Committee prior to the uniform being issued and worn.
- b) Where a Club requires alterations to existing strip design, or are implementing new strip designs, including sponsor additions/amendments, the Club shall submit their primary (also referred to as 'Home') strip designs for approval to the NWSF Strip Committee prior to the commencement of the Competition season. Submissions shall include descriptions and/or photographs, or graphical mock-ups, of both the front and rear of shirts shorts and/or socks. Clubs shall maintain one or more alternative 'Away' strips for use where there is a clash of colours as per clause 2.4. Away strips (and goalkeepers uniforms) should be alternative colours to the Clubs primary strip and the 'Away' strip used in any given match should also not clash with the oppositions primary colours. Away strips should also comply with the principles outlined in these Regulations with respect to numbering, logos, sponsorship and other material matters. As per clause 2.4, where there is any doubt, the Match Referee is the sole decision maker of a clash of colours for any given match.

2.3. Colours

- a) Clubs may be permitted to have an alternate home and/or away strip for teams in the Premier League/Super League competitions only, subject to the discretion and approval of the Strip Committee.
- b) Shirts with more than 25% black or dark grey (by visible surface area during normal play) shall not be used, with the exception being shirts previously approved and shirts used in the Premier League and Super League competitions at the discretion of the Strip Committee. Exceptions apply for the rear patch of strips that are of one colour for the placement of playing number, see Figure 1.
- c) Clubs are required to wear their primary kit colours for all Matches unless there is a clash of colours as determined by the Strip Committee, and/or the Match Referee has determined one team must change strip.
- d) During any fixture, all players of a team shall wear the same playing strip (either "primary" or "alternate" strip, and except for the goalkeeper) unless approved otherwise by the Match Referee. For the removal of any doubt, all players shall wear the same version of strip (no variance on design).
- e) Submitted colours for goal keepers' strips shall be different to both the primary and alternate strips submitted by the Club to NWSF. Goalkeeping uniform submission and approval applies only to the Premier League and Super League competitions.

2.4. Clash of Colours

- a) The participating teams in a match must wear colours that distinguish them from each other and the match officials.

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- b) A strip clash incorporates the combination and colours of the Clubs playing Strip, playing shorts and Socks. Strip clashes may be deemed to occur with any combination of front or rear of shirts, playing shorts and socks of the participating teams.
- c) The Association shall communicate to all Clubs a list of Strip Clashes for each Club as determined by the Strip Committee.
- d) The Match Referee is the sole decision maker of a clash of colours for any given match, irrespective of any advised Strip Clashes, or absence of Strip Clash, communicated by the Association.
- e) In the case of a clash of colours of field Players the away team (as per the fixture) will be required to wear their alternate playing kit.
- f) Coloured playing bibs that are of a different colour to the Club's primary strip, and of a different colour to the opposition strip will be deemed to be an acceptable alternate playing strip, provided that all bibs are the same colour and style. Each bib shall be uniquely numbered, except for transparent bibs that allow the underlying shirt number to readily visible whilst offering sufficient change of colour to avoid the strip clash.
- g) In the case of goal keeper's colours clashing with either the opponent's field Players, goal keeper or the Match Official's kit, the Match Referee shall determine any goalkeeper strip changes. The use of a coloured playing bib as per paragraph 2.4 e) would be sufficient.

2.5. Numbering

- a) All Payers must wear unduplicated numbered shirts that correspond to the numbers listed on the team sheet.
- b) Players' numbers must be displayed on the reverse side of the shirt as demonstrated in Figure 1 below and numbers on shirts and shorts must comply with the size maximum and minimums detailed in Figure 1 below.
- c) The numbers must be in contrasting colours to the playing kit and must be one colour.
- d) In the case of a striped or chequered shirt, the number must be displayed on a neutral patch.
- e) The number cannot contain any manufacturers mark or sponsor advertising but may contain the Club logo.

2.6. Player's Name on Playing Strips

- a) Clubs may display the Player's name on the reverse side of the shirt in a position as demonstrated in Figure 2 below.
- b) The colour of the lettering must be the same as the colour of the number on the shirt.
- c) The lettering of the Player's name must conform to the maximum dimensions demonstrated in Figure 2 below.
- d) Should clubs elect not to place Player names on the shirt, they may use this area for sponsor advertising but the sponsor advertising must not exceed 200cm² in area.

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Figure 1 – Shirt and Short Numbers



Figure 2 - Players Name on Shirt

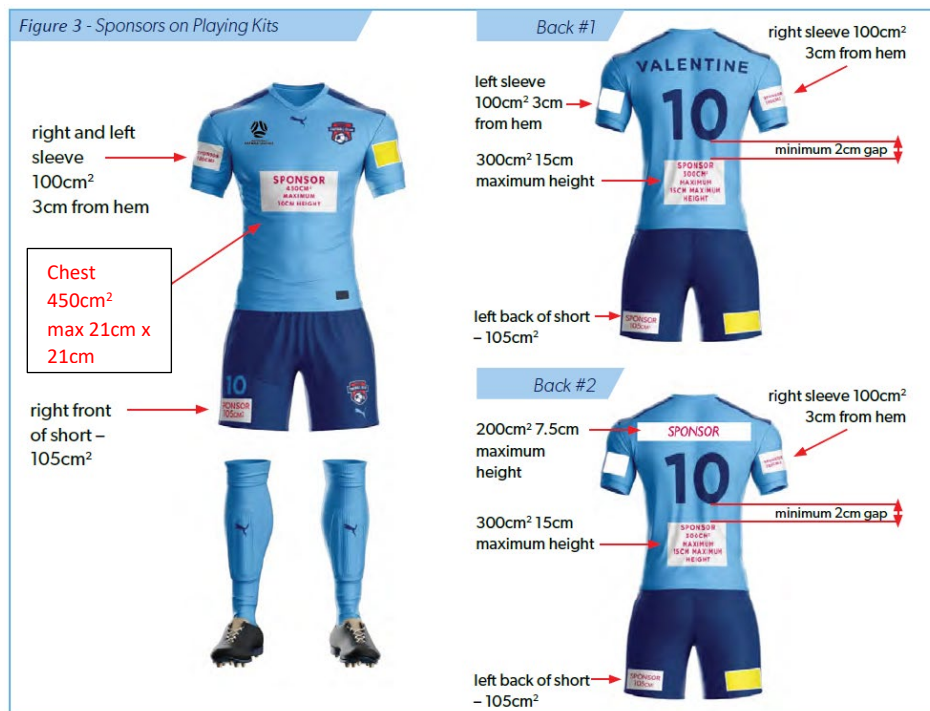


2.7. Sponsors Mark on Playing Kits

- a) Clubs must seek approval from the NWSF Strip Committee before placing advertising/sponsorship logos, text or other marks on their playing strip.
- b) Clubs are not permitted to display sponsor advertising that falls under the criteria listed in section 0.
- c) If approved, Clubs may only display sponsor advertising in accordance with the positioning and dimensions detailed in Figure 3, and as follows:
 - i. A patch not exceeding 450 cm² (21cm x 21cm) shall be permitted on the front of shirts.
 - ii. A patch not exceeding 300cm² (15cm x 20cm) and a maximum height of 15cm on the rear of shirts (2cm below shirt number).
 - iii. A patch not exceeding 100cm² (10cm x 10cm) shall be permitted on each sleeve of shirts.
 - iv. A patch not exceeding 105cm² (10cm x 10.5cm) shall be permitted on the front-side of each leg of shorts.
- d) There shall only be one sponsor/advertising logo and/or text per location as shown in Figure 3.

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- e) Any Club not complying with this Regulation shall be subject to a fine as specified in the Competition Regulations. Clubs will be required to remove any sponsor/advertising mark that does not comply with these regulations at their own cost.



2.8. Club Logos on Playing Kits

- a) Clubs may display their official Club logo on the playing shirt and shorts according to the positioning and size detailed in Figure 5.



2.9. National Emblems on Playing Kits

- a) Clubs should have regard to the FA Inclusivity Principles for Club Identity before including national symbols of any country, including Australia, on the Club's playing strips or on any other apparel worn by players or Club Officials.

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3. SPONSORSHIP

Sponsor advertising must comply with the following:

- a) Permitted:
 - Signage or promotion of a family venue or accommodation venue where the main purpose of trade is NOT the sale or supply of tobacco, alcoholic, gambling or adult entertainment products (e.g. RSL Club, Bowling Club etc); and
 - Signage or promotion of a hotel/pub, provided the venue has a bistro/restaurant on-site which permits entry by minors.
- b) Not Permitted:
 - Signage, advertising or promotion of any tobacco, alcoholic, gambling or adult entertainment product; and
 - Signage, advertising or promotion of any company or organisation whose main purpose of trade is the sale or supply of tobacco, alcoholic, gambling or adult entertainment products (e.g. Dan Murphy's, Liquorland, BWS, TAB, The Star (Casino), Lottoland etc).
- c) Sponsor advertising cannot be placed on any item of field equipment which includes but is not limited to the goal posts, goal nets, corner flags and half way flags.

SCHEDULE 1 - ABBREVIATIONS AND DEFINITIONS

ABBREVIATIONS

FA – Football Australia

FIFA – Fédération Internationale de Football Association or International Federation of Association Football (English translation)

FNSW – Football NSW

NWSF – North West Sydney Football (The Association)

DEFINITIONS

Playing Kit – A player's basic equipment comprises approved Club playing strip, Club Shorts and Socks, shinpads and Football Boots.