

**Granville & Districts
Soccer Football Association Inc.**

BOOKLET 3



**Match
Regulations**

REVISION HISTORY

Revision 03.2 (Aug 2019) – deleted ‘sudden death’ in finals with equal halves (as changed in 2016)

Revision 03.1 (June 2019) – modifications to 4.9 Playing Ineligible Players

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New

Extracted from By-laws Revision 19 (March 2013)

Various modifications

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1.0 Match Regulations Booklet

1.1 Introduction

This booklet covers Match Regulations for competitions conducted by G&DSFA (the 'Association') and its affiliated clubs.

2.0 General

This section applies to all games, unless otherwise stated.

2.1 Home Team

The team listed first in the competition draw is the home team.

2.2 Starting Times for Matches

- a Matches shall be played on grounds and at times stipulated by the Association
- b Where the match starts late as above, the Referee may shorten the total match time to avoid delaying the start of subsequent matches. The match may be shortened only to the extent that it starts late, and must be played in two equal halves
- c Any team failing to take the field by the stipulated time or failing to have sufficient players available without satisfactory explanation shall be deemed to have forfeited the match and shall be liable for referees expenses and a fine in accordance with the By-Laws
- d Premier League First Grade fixtures will commence no earlier than 3pm and be of 45min halves with a 5min interval.

2.3 Team Sheets

It shall be the responsibility of both the home team and away team to complete their team sheets in EMS prior to the game commencing. A fine as prescribed in Booklet 1 Appendix 1 shall be imposed on the Club, for each team sheet not duly completed.

2.4 Competition Results

Club Secretaries shall ensure the results of all of their club games have been entered into EMS within 24 hours of the game having been played. Any Club failing to submit results, for each result not received within 48 hours shall incur a fine as prescribed in Booklet 1 Appendix 1.

2.5 Players' Equipment

Players in all matches shall play in registered uniforms in Club Colours, comprising shirts or jersey, shorts, socks, shin guards and acceptable footwear. Where the Colours of opposing teams are similar and would cause confusion, the home team shall change. For age groups U12 and over, numbered shirts shall be worn. Regardless of the age group, if numbered shirts are worn, the team sheet shall be completed with the numbers and failure to comply will incur a fine as prescribed in Booklet 1 Appendix 1 per player.

2.6 Technical Area

Each field must have a technical area for the home and away teams. The only people allowed in the technical area are:

- Designated coaches, managers and medical people - all of whom must be wearing a GDSFA photo identification
- Nominated players
- Nominated substitutes and/or interchange players

3.0 Match & Team Officials

3.1 Team Officials

- a At all matches, there shall be a minimum of two Team Officials (one Team Official from each team), wearing an appropriate vest as issued by the Association.
- b The Team Officials shall introduce themselves to the referee before the commencement of the game.
- c Team Officials' duties shall be to see that spectators, coaches, and managers, do not encroach on the sidelines or the pitch, and see that good order is maintained by their team and spectators.
- d Should any incidents arise out of a match that is for consideration by the ASSOCIATION, each Team Official shall complete a written report into such incidents for the ASSOCIATION.
- e The Team Officials shall appear at any inquiry as witnesses, if required.
- f All Team Officials shall have attained the age of eighteen (18) years of age.
- g Team Officials from both teams shall ensure their name is entered on their team sheet in EMS.
- h If a Team Official is not provided, the game will not go ahead.
- i A Team Official is not allowed into the technical area.

3.2 Match Officials

Where possible, referees shall be appointed to all fixtures of Associations competitions by the Association. The Association

- a When an official referee is not in attendance by exactly five minutes before the kick-off time, the team managers or captains of the two teams must meet and mutually appoint a substitute.
- b Once appointed a referee must control the entire match. The Referee's decisions are final and binding. The mutually appointed match official has all the rights, powers and responsibilities of an officially appointed referee and shall be accorded the same respect by the teams as would an official referee
- c At the completion of the match the Referee shall update the team sheet in EMS with the result, cautions, send-offs and their name.
- d Should **BOTH TEAMS** be unable to agree on a suitable substitute referee, they shall:
 - i Not proceed to play the match without a referee, and
 - ii Complete the team sheet details in EMS, recording on the sheet that the match was not played due to there being no suitable person to referee, and
 - iii The team managers or captains of both teams shall submit a written report through their Club Secretary to the Association to show cause why the match should not be automatically cancelled and the points withheld from both teams

3.3 Match Commissioners

From time to time, the Association may appoint a Match Commissioner to a particular game. The Commissioner's role is to provide support to match officials, ground officials and/or team officials, and provide an independent report to the Association in event of any misconduct. They can also refer issues to the CEO or Competitions Manager for further guidance on the day.

4.0 Match Abandoned, Forfeited, Deferred or Rained Out

4.1 Wet or Inclement Weather

The Association may abandon matches. In the event of a ground being adversely affected by weather, the referee's decision on whether the match is played is final.

- a **Withdrawal of Fields:** Where fields are withdrawn from play and insufficient time is allowed for the Association to inform Clubs participating on withdrawn fields, the Home Club may be held responsible for payment of any referees' fees for referees appointed to those withdrawn fields.

Clubs acting of their own volition and withdrawing fields shall firstly inform the Association of their intent and secondly shall ensure that opposing teams drawn upon the field/s are notified accordingly through their respective Club secretary/Competition Secretary.

- b Should all fields be withdrawn by decision of the Association, notification regarding cancellation will be the responsibility of the Association.

4.2 Deferred Matches

- a On request and with a minimum of 72 hours' notice, a team shall be automatically granted a deferment of any Association match scheduled for the same weekend during which the team is competing in the State, Robertson or Bill Cullinan Cups either at a regional centre or in the Final.
- b A team must give a minimum 21 days notice of any request to defer a competition match for a pre-planned event (eg wedding). Such a request will only be considered where the event involves more than 25% of the team's registered players. If the deferral is approved, the Association is solely responsible for rescheduling the match.
- c The Association may also defer matches in the event of an unplanned situation (eg death/funeral, major damage to grounds/fields, etc).

4.3 Forfeited Matches

- a Matches shall commence at the scheduled time on grounds arranged.
- b A team failing to play the match arranged shall forfeit the match and shall incur a fine as prescribed in the schedule.
- c Teams forfeiting on two occasions without satisfactory reasons may be removed from the competition.
- d 72 hours notice must be given to the Association, the opponents and referees by any team unable to play a scheduled match. Failure to do so shall render the team liable for fines and costs as detailed in Booklet 1 Appendix 1.
- e Teams suspended from their competitions for whatever reason shall have their affected matches treated as forfeits

4.4 Abandoned Matches

- a Where for any reason other than weather or ground condition a match is abandoned after the referee has blown their whistle to commence, reasons for abandonment shall be forwarded to the Association by:
 - i The match officials by written report
 - ii Both Club Secretary's by written report.
 - iii Both Team Managers by written reports through their Secretaries.
 - iv All reports to be in the hands of the Association no later than the timeframe designated in Booklet 4 Judiciary and Disciplinary Procedures.

- b In the event of a match being abandoned for any reason as in Law 5 of the Laws of the Game, the replay or otherwise shall be at the discretion of the ASSOCIATION. To reach a decision, the ASSOCIATION shall consider the amount of time played and to whom or what the abandonment is attributed.
- c In the event of a match being abandoned all parties implicated will be required to attend a hearing before the DC at its next scheduled meeting after all reports have been submitted.
- d In the event of a match being abandoned by the match officials for reasons of violence, the team or teams reported by the match official(s) shall be suspended from their next competition round. Further punishments may be applied as per Booklet 4 Judiciary and Disciplinary Procedures

4.5 Team Sheets -ID Cards - Send-offs - Cautions – Suspensions

Match details and results are to be recorded on the team sheets in EMS

- a Prior to the commencement of a match, team managers and/or coaches, shall finalise their team sheet in EMS and verify the opposing team's team sheet in EMS. It shall be the responsibility of BOTH team managers to verify the final score in EMS as entered by the match official..
- b **The match official shall record the score; any cautions or send offs and enter their name against the team sheet in EMS.**
- c No player may take the field of play until their details are recorded on the team sheet in EMS.
- d No protest or appeal concerning a match result shall be heard unless both Clubs concerned agree that the validity of all players to take the field was confirmed by the opposition team via EMS..
- e If a player is sent from the field by the referee, the referee will record the offence against that player in EMS and forward a report to the Association via the GDFRA Secretary. The referee's report shall be supplied to the Chairman of the Judicial Committee and the club secretary of the sent off player.
- f Should the player be suspended, his/her clearance to play shall be revoked by the Association.
- g A player receiving five cautions for the first time in a season is to be *stood down* by his/her Club for one (1) competition round. A player receiving a further three cautions in a season is to be stood down for two (2) competition rounds. **The Association will give notice to Clubs when players have incurred the prescribed number of cautions.**
- h A caution, once given may not be withdrawn.
- i In the event of player being sent from the field, he/she shall be automatically suspended for a minimum of one match unless the Red Card issued is revoked by the match official
- j Players or teams receiving a specified number of match suspensions must serve their suspension/s appertaining to completed matches. Loss-on-forfeits, byes, abandoned matches, terminated matches and complete washouts, do not count as completed matches. A match constitutes any fixture arranged by the Association including representative commitments and State fixtures. A player must be registered to serve their suspension. It is the responsibility of the player's club to ensure a player serves their full suspension.
- k Team officials are to wear a photo id around their neck using a lanyard. Team Officials failing to display a current GDSFA Photo ID. Team Officials are not permitted in the Technical Area

- I No entries, notes or alterations of any nature may be entered against a team sheet in EMS by any other person than the match official, who is responsible to enter the match results and details of cautions and send-offs. The match official is the only person to report or make alterations to a Team Sheet in EMS. Penalty for infringement as prescribed in Booklet 1 Appendix 1.

4.6 Players Temporarily Playing Up

Any player playing up must be added to the team sheet in EMS Failure to comply will incur a \$fine as prescribed in Booklet 1 Appendix 1 for each offence.

4.7 Minimum Number of Players

Before a competition match can commence, teams must be able to field a minimum of seven (7)-registered players. Should a team be unable to comply at any time thereafter the match shall be abandoned. Points shall be awarded to the opposition and goals scored by either team shall stand.

4.8 Suspended Persons

Any person (players, official, spectator) serving a suspension is not permitted inside the fenced/roped area (Technical Area) of the field.

4.9 Penalties for Playing Ineligible Players

- a For failure to abide by these By-Laws, a player may be deemed ineligible.
- b Any team that fields a player deemed ineligible shall (for each match that the player/person has played) be deemed to have lost each match, and:
 - i Each result recorded as a loss on forfeit, and the score for each match the offending team recorded as nil, and the score for the non-offending team(s) for each match recorded as goals actually scored or 3, whichever is greater; and
 - ii Will forfeit 3 competition points for the ineligible player, and
 - iii If the player was unregistered, the team will forfeit an additional 3 competition points, and
 - iv May be dealt with additionally as the DC deems fit
- c A player who, whilst unregistered or ineligible, plays in any official match conducted under the auspices of the Association may be suspended for a period up to 12 months commencing on the date that the penalty is advised to the players club by the Association

5.0 Match Rules

5.1 Small Sided Football (SSF)

SSF games are subject to the FFA rules & guidelines:

www.playfootball.com.au/sites/play/files/2018-01/14701_football_aldi-miniroos-collateral_playing-formats-rules.pdf

5.2 Duration of Matches

Duration of matches for each age division is shown below. **All matches are to be of two (2) equal halves.** If a game is late starting, both halves must be equally reduced in order to meet the published finish time. The half time break is not to exceed 5 minutes. **INJURY/STOPPAGE TIME** is only to be played in the last match of the day on that field

Under 6's – Under 11's	In accordance with SSF guidelines
Under 12's	25 minutes per half
Under 13's / Under 14's	30 minutes per half
Under 15's / Under 16's	35 minutes per half
Under 17's	40 minutes per half
Over 35 /Over 45	40 minutes per half
Under 18's / All Age	45 minutes per half
Premier League	45 minutes per half

In the event of a match being played for less than 75% of the normal time set out in the above schedule, the referee is to lodge a report. The match will be deemed null and void and shall be replayed. This **does not** apply to matches that are abandoned.

5.3 Ball Sizes

In all competition matches the following ball sizes shall be used:

Under 6's / 7's / 8's / 9's	No. 3 Ball – 22" – 23"
Under 10's / 11's / 12's / 13's	No. 4 Ball – 25" – 26"
All Other Grades	No. 5 Ball – 27" – 28"

5.4 Corner Kicks: U12

Corner kicks in the U12 age grade shall be taken eight yards from the edge of the penalty area on the touchline.

5.5 Change of Players during Play

a Interchange

- i For all age groups, five (5) players (including the goalkeeper) may be used for unlimited interchanging at any time during the game, in accordance with the Interchange Procedures below.
- ii Interchange players must at all times have their strip covered when in the interchange area while a match is in progress.

b Interchange Procedures

- i "Interchange zone" will be an area one metre either side of the halfway line
- ii An interchange is one, which is made when the ball is out of play, and for which the following conditions shall be observed:
 - the player leaving the field shall do so from the sideline, crossing over at the sector called the interchange zone

- the player entering the field shall also do so from the interchange zone, but not until the player leaving the field has passed completely over the sideline
- A player nominated for interchange shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.
- The interchange is completed when the player who was off the field, enters the field. From this moment they become a player and the player whom they replaced ceases to be a player.

iii The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field for another player.

iv If during an interchange, an interchange player enters the field before the replaced player has completely left it, the referee shall ensure the replaced player leaves the field, then caution the interchange player and then restart the game.

v If during an interchange, an interchange player enters the field or a replaced player leaves it from a place other than the interchange zone, the referee shall caution the offending player.

vi The interchanging of players will cease, at the completion of normal & extra time. Only the players on the field at the completion of the game are permitted to participate in the penalty kicks, subject to over-riding rules set by FIFA. No interchanging at this time is permissible.

5.6 Over 35 & Over 45 Competition

Only moulded soles or outdoor shoes with rubber studs are to be worn (i.e. no screw-in studs).

5.7 Jewellery

As per FIFA rules, no jewellery is permitted. However, GDSFA permits players to wear a flat wedding ring.

6.0 League Winners & Finals

6.1 League Positions

- a **League Winners:** The team leading on competition points at the completion of the League shall be named League Winner. When two or more teams finish on equal points, the winners shall be determined by goal differences (goal difference is determined by subtracting goals against from goals for). When goal differences are equal, the team scoring the greater number of goals shall be determined League Winners. If the teams are still equal, League winners will be determined by the team with the lesser number of send-offs then cautions. If the result is still equal, there shall be a play-off to determine League Winners.
- b **Minor Positions:** Positions 2 to 4 shall be determined in the first instance on points, then goal differences, then goals. When goal differences are equal, the team scoring the greater number of goals shall be the higher position. If still equal, positions will be determined by the team with the lesser number of send-offs then cautions. If the result is still equal there shall be a play-off to determine positions 2 and 3.
- c **Champion of Champions:** This competition is conducted by Football NSW. The ASSOCIATION may invite a team from each age group to represent the Association. Failure by a team to confirm acceptance of the invitation within 14 days may result in another team being invited to represent.

6.2 Semi-Finals, Finals, Grand Finals

Eligibility for participation in the finals series will be determined after the completion of the League Competition. Entry into the finals series is subject to any breach of the rules by any team within the competition and final's series. When the League Competition has been completed the first four teams in a grade shall play-off to determine the Grand Champion.

- a Where extra time is played, **two equal periods** shall be played in accordance with the Laws of the Game authorised by IFAB. For clarity, NO "sudden death" and NO "golden goal" rule shall apply..
- b If the match is drawn at the completion of extra time, a penalty shoot-out will take place in accordance with the Laws of the Game. Only the players that were on at the field at the completion of extra time will be permitted to take part in the penalty shoot-out. No substitutions/inter changing of players will be permitted prior to the commencement of the penalty shoot-out with the exception of an injured goalkeeper. Players are not permitted to leave the field during the period of the penalty shoot-out. Coaches for age groups U/12 and U/13 are permitted to stay with their teams on the field for the penalty shoot-out.

6.3 Method of Play

- a Semi Finals: 1 v 2, 3 v 4
- b Finals: Loser of 1 v 2 plays winner of 3 v 4.
- c Grand Finals: Winner of 1 v 2 plays winner of Final.

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

6.4 Finals - Eligible Players

Players must have played three competition matches within the season with the team they are playing for in any semi-final, final or grand final match. Byes and/or matches lost on forfeit do not count for the purpose of determining three competition matches.

6.5 Duration of Extra Time - Semi-Finals, Finals, Grand Finals

- a At normal full time a toss of a coin by the referee shall determine which end of the field each team shall defend or which team shall kick off.
- b Under 12 shall play five (5) minutes each way.
- c Under 13 and older play ten (10) minutes each way.

7.0 GDSFA Knockout Cups

RULES of COTTAM/THISTLE/PRESIDENT'S/NIELSON/FOX Cups

7.1 Playing Times

Game duration shall be as in the following table with a 5 minute break at half time. In the event of a draw extra time shall be played.

Division	Open To...	Duration (minutes) each half	Duration (minutes) each half for Grand Final
Thistle Cup	Mixed U13-U14	30	30
Cottam Cup	All Senior Teams 18 and over	45	45
Nielsen Cup	Female U12 to U13	20	25
Fox Cup	Female U14-U15	25	30
President's Cup	Female U16 & Over	30	35

7.2 Extra Time

Extra time of 10 minutes each way to be played.

7.3 Scoring

Extra time will be played of two equal halves. The referee shall award the match to the team that has scored the most goals at the conclusion of extra time.

If the match is drawn at the completion of extra time, a penalty shoot-out will take place in accordance with Laws of the Game. Players are not permitted to leave the field during the period of the penalty shoot-out. Coaches for age groups U/12 to U/13 are permitted to stay with their teams on the field for the penalty shoot-out.