



CAPITAL FOOTBALL

# 2011 ActewAGL Junior League Competition Rules

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Effective from 31<sup>st</sup> May 2011

# 1 General Matters Applicable To All Competitions

## 1.1 Definitions

**'ACTFF'** – the Constitution of ACT Football Federation (Capital Football)

**'Allegation'** – a written allegation by a club, player, official or other person claiming improper actions or conduct by a club, player, official or other person

**'Appeal'** – a written application by a club on club letterhead requesting a review of a decision by Capital Football to impose or uphold a penalty on that club or on a player, official or other person associated with that club

**'Board of Directors'** – referring to the ACT Football Federation Board of Directors

**'CEO'** – referring to the Chief Executive Office of the ACT Football Federation

**'Capital Football (CF)'** – Also known as the ACT Football Federation

**'Club'** – a club participating in Junior League Competitions

**'Constitution'** – the Constitution of ACT Football Federation

**'Dispute'** – a disagreement between two (2) parties, which is brought to the Junior League Manager or the Disputes and Disciplinary process for determination

**'Directors'** – referring to the ACT Football Federation Board of Directors

**'D&D'** – an acronym for Disputes and Disciplinary

**'FFA'** – Football Federation Australia

**'FIFA'** – Federation Internationale De Football Association (FIFA)

**'Home grown player'** – refers to a player who has been registered with a division one team for a club in their previous season

**'Incident'** – an event which transpired either before, during or after a match, which has been reported in an Incident Report by the referee

**'Junior League (JL)'** – all of the clubs participating in junior competitions as organised and structured by Capital Football and the Junior League Manager

**'Junior Standing Advisory Committee (JSAC)'** – the committee elected pursuant to By Law 1 and By Law 7, which assists the Directors and the CEO in the conduct of all junior competitions sanctioned or recognised by ACTFF in accordance with the Constitution, the By Laws and the Rules pertaining to the Junior League

**'Junior League Manager (JLM)'** – the Capital Football appointed manager for the Junior League

**'Premier League Player'** – Classified as a player who has played a minimum of 6 games in the premier league competition

**'Protest'** – a written application to Capital Football or the Board by a club on club letterhead, objecting to some aspect of a match, or objecting to a decision taken by the Junior League Manager or the Board

**'Referees Standing Advisory Committee (RSAC)'** – the committee elected pursuant to By Law 1 and By Law 3, which assists the Directors and the CEO in matters relating to Football (including Futsal) referees and refereeing

**'Send-Off Report'** – a document submitted by a referee giving details of events or actions leading to the issuing of a red card to a player and the consequent sending off of that player

## **1.2 Strict Liability of Clubs**

1.2.1 Each club shall be responsible for the conduct of Club Associates at or in the vicinity of any match or event in which a club is engaged or is in attendance regardless of the responsibilities attaching to any other person or entity in respect of such a match or event.

## **1.3 Club Responsibilities**

1.3.1 The JL shall consist of CF clubs or associations catering for players up to 18 years of age.

1.3.2 Any club wishing to participate in the JL must comply in all respects with the ACT Football Federation Constitution and FFA National Registration Regulations.

1.3.3 Every club, unless specifically exempted, shall lodge with CF a copy of its Constitution and shall advise CF of any amendments.

1.3.4 Every club shall promote any CF sponsors and support any programs as directed by CF.

1.3.5 Following their AGM each club shall forward to CF:

a) The names of the elected office bearers for the forthcoming year

b) The registered postal address of the club

c) The contact address, phone number, fax number and e-mail address of the club delegate to which correspondence and other communications from the JSC and CF should be sent, and the contact details of the President, Club Delegate, Secretary, Treasurer and Points Registrar.

## **1.4 Monies owing to CF**

1.4.1 Each club shall be responsible for keeping its accounts with CF up to date. Should any club fall more than thirty (30) days in arrears in payments to CF, the JLM shall contact that club in writing and request that its account be brought up to date within ten (10) working days.

1.4.2 If any club has not brought its account up to date within the ten (10) working days specified in the letter under Rule 1.4.1, Capital Football may impose a financial penalty.

- 1.4.3 Should any club fall more than sixty (60) days in arrears, the JLM may suspend any or all teams of that member club from competing in any CF activities until such time as the delinquent account is brought up to date. If any teams are suspended under this Rule, the JLM shall contact the affected club in writing and advise them of the team or teams that have been suspended from playing in the JL or any other CF sanctioned events.
- 1.4.4 Should a club that is in receipt of a letter under Rule 1.4.1 or 1.4.3 dispute the amount in arrears, the JLM shall investigate the dispute and make a recommendation to the CEO of CF concerning settlement of the outstanding amount.

## **1.5 Playing Colours**

- 1.5.1 Clubs must provide the playing colours of their teams as requested by the JLM.

## **1.6 Correspondence / Communication**

- 1.6.1 All correspondence by CF to clubs shall be deemed to have been received by clubs:
- (a) in the case of email or fax communication immediately;
  - (b) in the case of communication sent by mail two working days after such communication was posted.
- 1.6.2 Clubs must ensure that postal mailboxes, specified email accounts and the CF website is checked regularly, and that any information received is forwarded to the relevant person.
- 1.6.3 All correspondence received by CF from clubs must be on club letterhead and signed by a club official, or if sent by email, from the clubs email address as registered with CF.
- 1.6.4 All clubs must have an active email address.

## **1.7 Insurance**

- 1.7.1 CF will negotiate and as it sees fit, appoint insurance companies to provide cover for all club officials and players registered with CF.

## **1.9 CF High Performance**

- 1.9.1 CF is permitted to enter representative squads (under club name Capital FC) in JL competitions approved by the Board. These teams will not play for points, and will therefore not be eligible to be declared premiers or runners up in those competitions.
- 1.9.2 The Capital FC squads participating in JL competitions are subject to these Rules as well as FFA National Registration Regulations.

## **1.10 Sanctions**

- 1.10.1 A club wishing to host or travel to a tournament or game within the ACT or NSW that is not organised by CF must apply in writing on club letterhead through the JLM for approval of that activity.
- 1.10.2 A club wishing to travel to a tournament or game(s) outside of the ACT or NSW, but still within Australia, must apply in writing on club letterhead to the JLM for approval of that activity not less than six weeks prior to the proposed travel date. The JLM will write to the club and advise them whether approval has been granted.

1.10.3 Any application under Rules 1.10.1 or 1.10.2 must include sufficient information to allow the JLM to consider the application in full. Such information includes but may not be limited to:

- a) Details of the hosting club/Association and the timeframe for the activity;
- b) A brief itinerary for the activity; and
- c) A full list of the players and officials from the club attending the activity.

All applications should be guided by the CF Visiting Guidelines document.

1.10.4 A club wishing to travel to a tournament or game(s) outside of Australia must abide by the approved CF Visit Guidelines. In addition, the club must apply in writing on club letterhead to the General Manager for endorsement of that activity not less than 2 months prior to the proposed travel date. Should the General Manager endorse the application, he/she will seek approval from Football Federation Australia. Upon receipt of approval from FFA the General Manager will write to the club, advising them of approval and send a copy of the letter to the Board of CF.

1.10.5 Should the club not receive approval under Rules 1.10.1 or 1.10.2 or endorsement under Rule 1.10.4, participation the tournament or game(s) will be considered unsanctioned.

## **1.11 CF Policies**

1.11.1 All CF policies can be found on the CF official website.

## **1.12 Junior League Manager and Junior Standing Advisory Committee**

1.12.1 Nothing in the Junior League Rules shall prevent the JLM/JSAC from approving a course of action to meet unforeseeable circumstances not covered by the Rules.

1.12.2 Subject to the Constitution and these rules, the JLM/JSAC shall have the power to determine and enforce decisions regarding the control, administration or organisation of the Junior League competition.

## 2 Competition Structure

### 2.1 Age Groups

- 2.1.1 Playing age groups shall be as determined from time to time by the JLM.
- 2.1.2 The age group in which a player is eligible to play shall be determined by his/her age at the beginning of the first day of January of the year of play. Thus, for example, a player who will turn 13 years old between 1 January and 31 December (inclusive) in that year is classified as an Under 13 player and, except as provided for under Rules 2.2.7 and 2.2.8, cannot play in a younger age group.

### 2.2 Player Eligibility

- 2.2.1 A player who knowingly plays in a game in which he/she is ineligible to play, by virtue of being a registered but overage player of the club in question, a registered member of another club, or suspended, shall be liable to suspension for a period to be determined by the JLM. The club for which he/she plays in committing the offence shall be subject to a financial penalty as specified at Appendix B.
- 2.2.2 No new player may register after June 30 in any year without the permission of the JLM. Requests are to be on club letterhead, stating the player's name, date of birth and which team they wish to play with.
- 2.2.3 In considering requests from clubs for player registration after June 30, the JLM is to determine whether the team the player is nominating to play in would be likely to gain an unfair advantage if it was to be approved.
- 2.2.4 No premier league player shall play in a division lower than Division 1 or the highest division available in the player's corresponding age group in their Junior League club.  
  
e.g. A player plays with their U18's Premier League team 6 times during the season at the age of 15. From this point they may only play for their club's highest U18's division team.  
  
For the purpose of this rule, the corresponding age groups for the Premier League teams are:  
  
Men's Premier League & Mens Premier Pathway League = U18's  
  
Women's Premier League & Women's Premier League Reserves = Open U18's  
  
Women's Premier League U18's = Girls U16's  
  
Men's Premier League U18's = U18's  
  
Men's Premier League U16's = U16's
- 2.2.5 Except as provided in Rule 2.2.6, no player shall play in Junior League fixtures more than two (2) chronological years above his/her actual age group.

- 2.2.6 Players wishing to play more than two (2) years above their correct age group for developmental reasons must make a formal request on club letterhead to the JLM giving details of the request and including the following:
- a) a statement by the club's coaching director or club president of the team the player wishes to join, assessing whether or not the player's skill level is appropriate for playing in the older age group and indicate that the request is for the development of the player and the nominated age group is the most appropriate one for this purpose,
  - b) a statement from the player's parents acknowledging that they have been informed by the club of the physical, skill and emotional demands of playing in the higher age group, and consenting to their child playing in the nominated higher age group, and
  - c) A medical/physiotherapist assessment completed by a qualified medical practitioner or physiotherapist selected from an approved list provided by CF which must state that in the assessor's opinion, the player is physically capable of playing in the higher age group.
- 2.2.7 An exception to Rule 2.2.6 is that girls playing in mixed gender teams may register for a team in an age group that is one (1) chronological year below their actual age group.
- 2.2.8 No player shall play in any age group below his/her actual age group, except with the permission of the JLM.
- 2.2.9 A club wishing to play a player in an age group below his/her actual age group shall submit grounds for the request in writing, on club letterhead to the JLM. The grounds will typically be medical or physical, but the JLM may use discretion to approve requests based on other grounds.
- 2.2.10 In considering requests submitted under Rule 2.2.8, the JLM shall have regard to the following principles:
- a) Whether the player has an ongoing disability or impairment that renders him/her uncompetitive in his/her actual age group
  - b) That it is an objective of the JL that all who wish to play football are given every opportunity to do so
  - c) That no unfair advantage should accrue to a club through the granting of a request
  - d) That no team shall be permitted to include more than two (2) approved over-age players
- 2.2.11 Approval of a request under Rule 2.2.8 by the JLM shall be for the current playing year only and shall be subject to renewal in any subsequent year.
- 2.2.12 Except with the permission of the JLM a player registered in a given age group and division shall not be permitted to play:
- a) In a lower division of that age group or any older age group
  - b) In a younger age group in which he/she is eligible to play by virtue of his/her date of birth.

- 2.2.13 Where a club has more than one (1) team in the same division of an age group, a player shall only play with the team in which he/she is registered. When a division is split for administrative reasons (e.g. Under 13 Division 2 Blue & Under 13 Division 2 Yellow) the competitions will be considered separate and players will be allowed to move between teams subject to any other JL Rules.
- 2.2.14 In the event of a team being found guilty of fielding a player who is ineligible to play in that team, including by virtue of being suspended, the opposing team shall receive a three (3) goals to nil (0) forfeit win and normal competition points. If the official match result is a win greater than three-nil in favour of the non-offending team, that result will stand. The offending club shall be subject to a financial penalty in accordance with Appendix B.

### **2.3 Player Registration**

- 2.3.1 The JLM shall annually set dates for Registration Days for the following season. Participating clubs are also permitted, prior to that date, to mail out to their registered players from the previous season and to advertise their Registration Day arrangements through other channels such as school newsletters, local newspapers and other media.
- 2.3.2 Recruitment activities prior to Registration Days, other than those allowed under Rule 2.3.1, are not permitted. Clubs participating in the Men's Premier League competitions are exempt from this clause. A club may lodge a complaint against another club if any such activity has occurred. Such complaints will be referred to the JLM and must be on club letterhead. If the complaint is substantiated, the JLM may impose a penalty he/she deems appropriate in the circumstances.
- 2.3.3 All players must be registered with Football Federation Australia (FFA) as per the National Registration Regulations, and have a FFA ID number.
- 2.3.4 Each club shall submit to JLM before five (5) scheduled matches are completed:
- a) The full names, dates of birth and FFA ID numbers of all registered players and
  - b) Team lists of all players by team (age group and division) for the Under 12 and older age groups.
- Failure to meet the due date may result in the imposition of a financial penalty in accordance with Appendix B.
- 2.3.5 Clubs are required to submit a team list of ALL Division 1 players by the same day as when team nominations are due, date to be decided every season by the JLM. This list should include the following details:
- a) Player details (full name, date of birth and FFA ID number),
  - b) Previous club, division and year last played

Failure to meet the due date may result in the imposition of a financial penalty in accordance with Appendix B.

- 2.3.6 Except with the permission of the JLM, no Division 1 team list may include more than three (3) non home grown players who, in their previous season, were members of a CF High Performance Squad and/or were registered with another Division 1 club team.

For example:

Club A has four home grown players selected in the CF High Performance Squad. If the players are released back to their club, the club may register all four of its home grown players plus (3) non home grown players who, in their previous season, were members of a CF High Performance Squad or any other players that were registered with another Division 1 team in the previous season

- 2.3.7 Clubs applying for permission under Rule 2.3.6 must provide the JLM the following information on club letterhead:

- a) Name, date of birth and previous club of the player(s) in question
- b) The club, age group and coach of the team they wish to play for
- c) Reasons the player has given for changing clubs
- d) A statement on the circumstances giving rise to the player migration

In considering applications for permission under Rule 2.3.6, the JLM shall have the authority to declare a team ineligible to compete for the premiership.

- 2.3.8 Playing a player who is not correctly registered with the JL will result in a three (3) goals to nil (0) forfeit win and normal competition points awarded to the opposition. The club will be in receipt of a financial penalty as specified at Appendix B. If the official match result is a win greater than the three-nil in favour of the non-offending team, that result will stand.
- 2.3.9 No club or person associated with a club shall induce or attempt to induce, a player to change clubs by offering that player money or material goods and no junior player shall accept money or material goods to change clubs. Where this Rule is found to have been breached, a penalty may be applied in accordance with Appendix B.
- 2.3.10 No club shall pay any player to participate in JL games and any alleged breaches of this Rule must be advised in writing to the JLM. Any game(s) in which this is proved or admitted to have occurred shall be declared a three (3) goals to nil (0) forfeit win and normal competition points in favour of the opposition. If the official match result is a win greater than three-nil in favour of the non-offending team, that result will stand. The offending club shall be subject to a financial penalty in accordance with Appendix B.

## **2.4 Team Nominations and Allocations**

- 2.4.1 Clubs are required to submit team nominations for Under 10 and older age groups by age group and preferred division to the JLM by a specified date prior to each season. The JLM will then allocate teams to divisions, having regard to the desirable sizes of those divisions.
- 2.4.2 No club may enter a second team into Division 1 of an age group unless a vacancy exists after one (1) team has been accepted from each club wishing to compete in that division.
- 2.4.3 Clubs may make written representation to the JLM within five (5) working days of an allocation under Rule 2.4.1 to which it objects. The JLM shall review any submission and may modify or confirm the allocation. A decision made following completion of this process shall be final.
- 2.4.4 The JLM shall specify a date prior to the commencement of work to prepare draws by which clubs must have finalised their team nominations. Any request to withdraw a team or enter an additional team, or to change a nomination from one age group or division to another after this date may attract a fine as specified in Appendix B.
- 2.4.5 Rule 2.4.3 applies to requests made after the season commences as well as those made before the season commences. Nothing in the Rules obligates the JLM to accept a request if he/she judges it to be unacceptably disruptive to the draw.
- 2.4.6 At the conclusion of the JL competition, the team finishing with the highest number of points in any division shall be declared premiers of that division and the team next highest on points shall be declared the runners-up. Where a division is split to form a Premier draw and a Subsidiary draw, the premiers and runners up for the division will come from the premier draw.
- 2.4.7 Where two or more teams finish with the highest number of points at the end of the season they shall be declared joint premiers, and no runners-up shall be declared. Where one team finishes as premiers, but two or more teams finish equal second on points, the latter teams shall be declared joint runners-up.

## **3 Fixture Requirements**

### **3.1 Facilities / Ground Arrangements**

- 3.1.1 In all games controlled by the JLM, the home team in the official draw shall provide and erect, prior to commencement of the game, corner flags and nets conforming to FIFA standards.

### **3.2 Match Cards**

- 3.2.1 The manager of the home team competing in the Under 12 and older age groups of the JL competition shall correctly fill out a match card showing:
- a) PRINTED NAMES, SHIRT NUMBERS AND FFA IDENTIFICATION NUMBERS of all players in that team who are participating in that match. Where match cards are prepared in advance of the match, players on the match card who do not play should be crossed out. A player whose name appears on a match card will be deemed to have played in that match.
  - b) Age group, division, round number and date of match.
  - c) Names of competing clubs.
  - d) The home team will then hand the match card to the away team manager for completion.
- Failure to submit a correctly completed match card will result in a financial penalty on the club in accordance with Appendix B.
- 3.2.2 A maximum of 15 players may be named on a match card.
- 3.2.3 Match cards are not to be signed prior to the commencement of a game.
- 3.2.4 The completed match card shall be handed to the Referee prior to commencement of the match. The Referee must complete his/her name and FFA ID number details on the match card along with details of any Assistant Referees for the game. No additional player names are to be added to a match card once the game has commenced.
- 3.2.5 At the completion of the match, the Referee will fill in the final score for the match on the match card and sign the card. The Referee must also complete the offences column on the match card where applicable. Both Managers must sign the match card to signify agreement with the result as recorded by the referee.
- 3.2.6 If a Team Manager disagrees with the match card and refuses to sign, the Referee is to note on the match card reasons why the match card has not been completed. The club is to then submit, on club letterhead, reasons outlining the grounds of their dispute within three (3) working days.
- 3.2.7 The home team retains the original (white copy) and the blue copy of the match card. The away team retains the green copy of the match card. The Manager of each home team shall forward the original (white copy) match card to his/her club Points Registrar for submission online and forwarding to the JLM.

- 3.2.8 The club Points Registrar shall forward the original (white copy) match card to the JLM at a nominated address, and they are to be received no later than the Wednesday following each round of matches.
- 3.2.9 Details of how to advise match results and where to submit match cards are to be found in the document 'Junior League Administrative Information'.
- 3.2.10 Failure by a club to submit results and/or match cards to the JLM in accordance with Rules 3.2.7 and 3.2.8 may result in the imposition of a financial penalty in accordance with Appendix B. Should a club be regularly in breach of either or both of these Rules, the JLM may refer the matter to the Disputes and Disciplinary Committee, which may impose a more severe monetary penalty than is provided for in Appendix B, and in the case of complete failure to submit match cards (as distinct from late submission) may declare relevant games to have been forfeited to the opposing clubs.
- 3.2.11 If a match result submitted to the JLM by the competing clubs differs, the JLM will notify the respective Point Registrars who will be responsible for agreeing on the correct result and advising it to the JLM within three (3) working days of notification.
- 3.2.12 Failure of Points Registrars to agree on a result and advise the JLM within the specified time will lead to a null result being recorded for that game and no points being awarded.

### **3.3 Player Identification**

- 3.3.1 For the purpose of Part 3.3 of the Rules, the 'Manager' of a team is the officially designated Team Manager or, in his/her absence, the person in charge of the team on the day.
- 3.3.2 When filling out match cards, managers are to write alongside each player's name the player's FFA ID number.
- 3.3.3 The purpose of player FFA ID numbers is:
- a) To prevent players from participating in matches in which they are ineligible to play.
  - b) To assist the JLM in the discharge of his/her duties.
- 3.3.4 Depending on circumstances, a player will be deemed to be ineligible to play in a match in either of the following situations:
- a) His/her FFA ID number indicates that, in accordance with JL Competition Rules, he/she is ineligible to play in that age group by virtue of being either over-age or more than two (2) years under-age.
  - b) His/her FFA ID number identifies him/her to be suspended for the match in question.
- 3.3.5 Should a team official become suspicious of the eligibility of an opposing player after the match has commenced, the name, shirt number and FFA ID number of the player should be noted when signing the match card and a submission outlining the grounds for suspicion may be made to the JLM within three (3) working days. Any such submissions must be on club letterhead or accompanied by a covering letter on club letterhead.

3.3.6 Under no circumstances is the Referee appointed to a match to be expected to arbitrate in any dispute arising from Rules 3.3.1 to 3.3.5. In the event of a dispute, the opposing Managers should negotiate a course of action aimed at allowing the game to be played and then send written submissions to the JLM within three (3) working days covering any matter they wish the Disputes and Disciplinary Committee to consider.

3.3.7 All playing shirts are to be numbered

### **3.4 Match Balls**

3.4.1 The home team shall provide to the Referee a football of the appropriate size (see Appendix A) and conforming to FIFA Regulations. The Referee shall determine whether that ball shall be used and if he/she sees fit, may request that a further ball be brought on to the field for use in the match.

### **3.5 Players Strip / Apparel**

3.5.1 Players shall maintain a tidy appearance and, except where a colour clash occurs, all players in a competitive team shall be dressed in a uniform strip as registered with CF. Failure to take the field in a registered strip will result in a financial penalty as specified at Appendix B.

3.5.2 Where there is a clash of strip, the home team shall make the change.

3.5.3 All Players are required to wear appropriate sized shin guards at all times whilst on the field of play.

### **3.6 Behaviour of Officials and Spectators**

3.6.1 Participating clubs must actively promote acceptable behaviour by team officials and spectators through newsletters, appropriate insertions in handbooks provided to team officials and any other medium that the club uses to communicate to their officials and spectators.

3.6.2 It shall be the responsibility of each club to maintain control of its officials and spectators at any match (through appointed Team Monitors and the Good Sports Initiative) in which it is involved and to assist the Referee and JL officials in the preservation of order and good discipline at the game. This responsibility extends to including 'Spectator Free Zones' and zero tolerance with abusive behaviour.

3.6.3 Misbehaviour by club officials or failure to keep spectators in check will result in imposition of a financial penalty in accordance with Capital Football's D&D Procedures, and any other penalty the D&D Committee considers appropriate in the circumstances as per Appendix B. Any alleged incident of this nature should be furnished on club letterhead to the JLM within three (3) working days outlining the nature of the incident.

### **3.7 First Aid and Ambulance Attendance at Games**

3.7.1 It shall be mandatory for clubs to have a Sports First Aid Kit, as recommended by St John Ambulance, or equivalent, and ice available at all playing venues.

3.7.2 Clubs must have procedures specific to their home ground complex, to assist ambulances reaching injured people with a minimum of delay. These procedures should include, but are not limited to:

- a) Advice to the ambulance service of the best entry strategy to the complex; and
  - b) The deployment of personnel to guide the attending ambulance to the ambulance gateway and the position of the injured person.
- 3.7.3 The JLM shall compile and distribute to clubs prior to the start of each season a list indicating, for each playing venue:
- a) Whether a qualified first aider will be routinely in attendance;
  - b) How any such person can be identified;
  - c) Where the required first aid kit and ice will be located; and
  - d) Ambulance attendance procedures.

### **3.8 Smoking / Drinking At League Venues**

- 3.8.1 It is prohibited for anyone to smoke or consume alcohol within the confines of the playing and spectator area. This includes the team bench within the Technical area and anywhere on or within 10 metres of the touchline.
- 3.8.2 Clubs are responsible for ensuring that smoking and drinking alcohol are confined to legitimate public areas (which includes non smoking in permanent seating) at a distance no less than 10 metres from the playing field.
- 3.8.3 If any person is in breach of this rule, both the individual and if the person is a Club Associate, that person's Club, may be fined under appendix B and face disciplinary action under the CF D&D Regulations.

## **4 Fixture Details**

### **4.1 Kick Off Times / Duration of Matches**

- 4.1.1 All matches shall commence at the appointed time, and all games followed by another match on the same ground must end by the specified time for the commencement of the next match.
- 4.1.2 In the event of a match commencing late and another match being scheduled for the same ground, the available playing time, if insufficient to accommodate a match of full duration, will be reduced to halves of equal time so as to end the match by the specified time for commencement of the next match.

### **4.2 Forfeits and Abandoned Games**

- 4.2.1 Any match which reaches 80% completion before being abandoned shall be deemed to have been completed unless the JLM orders it to be replayed.
- 4.2.2 A match will be considered abandoned and a forfeit will apply to competition games where:
  - (a) A club has advised CF and the opposing club of its non-availability; or
  - (b) A team is not ready to commence a match within ten (10) minutes of the scheduled start of play for Under 10 and Under 11 games, or within fifteen (15) minutes of the scheduled start of play for Under 12 to Under 18 games; or
  - (c) Fewer than five (5) players from a team (Under 10's and Under 11's) are available for a match, or fewer than seven (7) players from a team (Under 12's and above) are available for a match.
- 4.2.3 In circumstance (a) above, the Club Referee Coordinator responsible for Referee appointments for the match should, if possible, be notified in time to cancel those appointments. In circumstances (b) and (c) above, the match Referee is responsible for abandoning the match.
- 4.2.4 Where a match is abandoned under Rule 4.2.2, any officially appointed Referee or Assistant Referee shall be entitled to the match fees payable by the respective clubs, unless, in circumstance (a) above, the Club Referee Coordinator cancels the appointment with reasonable notice. In circumstances where neither the Coach nor the Manager of the visiting team presents for a forfeited game, responsibility for paying the Referee and any Assistant Referees lies with the home club.
- 4.2.5 For a team to claim a forfeit under Rule 4.2.2 (b) it must have taken the field and be ready to play. The Referee is to submit a Match Report to CF within three (3) working days of the match.
- 4.2.6 If a match is forfeited under Rule 4.2.2 (b), the Manager of the team winning by forfeit shall complete a match card for the forfeited game, annotate it 'won by forfeit' and send the original (white copy) match card to the JLM through their club Points Registrar.

- 4.2.7 In the event of a forfeit under Rule 4.2.2 (c) both team managers shall complete a match card for the forfeited game. The Referee must enter the result and sign the match card and the home team must send the original (white copy) match card to the JLM through the club Points Registrars.
- 4.2.8 In the event of a team forfeiting a match the opposing team shall be awarded three (3) points and the match shall stand as three (3) goals to nil (0) win in their favour.
- 4.2.9 Depending on the effort made to avoid inconvenience to the opposing team, a financial penalty may be imposed on the club of a forfeiting team in accordance with Appendix C. Any such penalty will be imposed by the JLM. Should the forfeiting club believe that a financial penalty imposed on it should be waived, it may make written representation on club letterhead to the JLM.
- 4.2.10 In the event of a Referee exercising discretionary power to suspend or terminate a match by reason of the elements, interference by spectators or other causes, the Referee will submit a detailed Match Report to CF within three (3) working days of the match.
- 4.2.11 The JLM also requires both competing clubs to submit written reports within three (3) working days of him/her notifying them of a match being abandoned. These reports should fully describe the incident from each club's perspective. This Rule does not apply to matches abandoned because of a forfeit under Rule 4.2.2.
- 4.2.12 Where a game is abandoned due to spectator interference or other inappropriate behaviour, the matter will be dealt with under Rule 3. After considering evidence, CF may impose fines on any offending club in accordance with the D&D Regulations, and other penalties deemed appropriate on offending individuals.
- 4.2.13 In the event of a match being abandoned for reasons other than the state of the pitch or inclement weather, the result of the game shall be determined by the JLM.
- 4.2.14 In the event of a walk-off by a team before the completion of a game the JLM shall determine the circumstances of the walk off. Where it is determined that the walk off was not justified, the team taking such action will have a three (3) goals to nil (0) forfeit win and normal competition points in favour of the opposition. If the official match result is a win greater than three-nil in favour of the non-offending team, that result will stand. The offending club shall be subject to a financial penalty in accordance with Appendix B.

### **4.3 Extreme Weather Conditions**

- 4.3.1 In the event of inclement weather or the poor state of grounds the JLM or the Club, may cancel or vary the location of any game or games for the interclub Under 10 and older age group competitions.
- 4.3.2 If ACT Sportsgrounds or other relevant local authorities do not close grounds, all matches from Under 12 to Under 18 must be played unless the JLM, a Club Grounds & Fixtures Officer, or the Referee of a game directs otherwise.

- 4.3.3 Individual clubs may cancel non competitive matches scheduled for their own grounds for any reason they consider to be valid. Games in these age groups that are cancelled or abandoned will not be rescheduled.
- 4.3.4 If clubs consider their grounds unfit for play they are to provide notification within reasonable time to opposing clubs scheduled to play there.
- 4.3.5 In the absence of a ground closure decision by ACT Sportsgrounds, another local authority, or a responsible club official, or a cancellation/postponement decision by the JLM, the only person authorised to decide that a game will not be played or completed is the Referee (the Referee may seek guidance from the Club Referee Co-ordinator), if in his/her opinion the ground and/or weather conditions threaten player safety.
- 4.3.6 Where a Referee abandons an Under 12 or older age group game because of ground and/or weather conditions, the Referee must submit an Incident Report to CF within three (3) working days and both participating clubs must:
- a) If the game did not commence, submit to the JLM a match card indicating this and the reason for the abandonment, and arrange between them for the game to be rescheduled
  - b) If the game was partially completed, submit to the JLM a match card showing that the game was abandoned partially complete, the reason for the abandonment, and the score at that time
  - c) If the game was partially completed, arrange between them for the game to be rescheduled and advise the JLM of the arrangement, OR advise JLM that they have agreed that the score at the time of abandonment should be the result of the game, OR advise the JLM that they are in dispute over whether the game should be replayed
- Rule 4.2.1 will be subject to any abandoned matches
- 4.3.7 In the event of a blanket postponement of games because of ground or weather conditions, all competition games will normally be rescheduled for the third Sunday following the postponed match. However, the JLM may require games to be rescheduled to other dates if insufficient grounds are available, the third Sunday falls in the school holidays or results are required earlier in order to prepare new draws.
- 4.3.8 Nothing in Rule 4.3.7 shall prevent clubs arranging a mutually convenient time to play any game prior to the date these Rules identify for the rescheduling of the game. However, clubs are required to give prior notice to the JLM of matches rearranged in this way.
- 4.3.9 Where a competition match has been postponed in circumstances other than those requiring rescheduling under Rule 4.3.7, that match shall be played within 15 days of the date of postponement, excluding school holiday periods.
- 4.3.10 Unless good reasons are provided, any postponed game not played within this time shall be considered to have been abandoned, with a null result recorded and no points awarded for the match.

- 4.3.11 Where a postponed match is rescheduled under Rule 4.3.9, the home team shall be responsible for booking and dressing the ground, and arranging a referee.
- 4.3.12 In the event of a blanket cancellation of games due to adverse ground or weather conditions in the final round of the season, NO GAMES will be replayed.

#### **4.4 Variation of Fixtures**

- 4.4.1 Clubs may apply in writing for variations of fixtures, provided that the application is lodged with the JLM at least ten (10) working days before the fixture is programmed to take place.
- 4.4.2 Any such variation request must be accompanied by written agreement or advice of non-agreement from the opponent(s) involved in the fixture(s). Before approval, the clubs will be required to commit to a new playing date that is prior to the scheduled date, or consistent with Rule 4.3.9 but not after the Sunday following the last scheduled playing day of the season.
- 4.4.3 Applications shall be adjudicated by the JLM, who may consult the opposing club if they have not agreed to variation of the fixture. If the application is accepted by the JLM and the two clubs cannot agree upon a playing date, the JLM may impose a date.
- 4.4.4 Applications under Rule 4.4.1 based on unavailability of players will not normally be approved without the written agreement of the opposing club. However, the JLM may approve such an application where player unavailability is due to representative commitments, but then only if three or more registered members of a team are affected.
- 4.4.5 'Representative commitments' shall be understood to mean playing as any of the following:
- a) A member of a CF representative team, in a game, tour or tournament sanctioned by the JLM under Rules 4.4.6 or 4.4.8
  - b) A member of a Capital Football High Performance team in an age group for which there is no representative team, in a game, tour or tournament sanctioned by the Junior League Manager under Rule 4.4.6
  - c) A member of an ACT schools football representative team (primary or secondary) in a national inter-state schools tournament, provided that only the game scheduled for the first week of any such absence may be rescheduled
  - d) A member of a national football representative team, provided that only the game scheduled for the first week of any such absence may be rescheduled
  - e) A member of a club team participating in a tournament, as a CF sanctioned representative of the ACT or CF
- 4.4.6 A coach of a CF High Performance team wishing to schedule a game or participate in a tour or tournament that will render players unavailable on JL playing dates must apply for the game to be sanctioned by the JLM at least one month prior to that date.

- 4.4.7 Applications under Rule 4.4.6 must be made through the CF Technical Director or his/her appointed person, who will forward the application to the JLM for consideration.
- 4.4.8 In the case of CF junior representative teams playing in the National Youth Championships, sanction of their participation in the tournament can be assumed as granted.
- 4.4.9 Notwithstanding any other Rules, the JLM shall have the right to organise/reorganise games within the JL as he/she sees fit.

#### **4.5 Match Points**

- 4.5.1 Teams shall receive three (3) points for a win and one (1) point for a draw. No points will be awarded for a bye.

## **5 Rules of Play**

### **5.1 General Rules of Play**

5.1.1 All games shall be played in accordance with the FIFA laws of the game.

### **5.2 Small Sided Football (U5-U11)**

5.2.1 Matches in the Small Sided age groups are to be played according to the FFA Small Sided Football Handbook.

5.2.2 For further general playing condition in Small Sided Football please see appendix A

### **5.3 Junior Football (U12-U18)**

5.3.1 Laws of the game as laid down by FIFA will apply, subject to variations described at Appendix A.

5.3.2 There is to be no time added on for any Junior League match (except to extend time for the taking of a penalty kick at the end of each half).

## **6 Disputes and Disciplinary**

### **6.1 Cautions, Send Offs and Suspensions**

- 6.1.1 If a Referee cautions or sends a player off during a game, he/she must write the caution or send off offence code in the offences column next to the player's name on the relevant match card. For any red card offence, the Referee must complete a send off report to be sent to the Referee Administrator within three (3) working days of the match.
- 6.1.2 In the event a player is sent off during a game, the player will serve an automatic one (1) match suspension which will be applicable to the next programmed JL fixture his/her team plays.
- 6.1.3 The JLM may impose penalties in addition to the automatic one week suspension. Such additional penalties will be applied in accordance with Rule 6.
- 6.1.4 A player accumulating four (4) cautions during the season shall also be liable to a penalty in accordance with Rule 6. A player who accumulates further cautions in multiples of three (total of 7, 10, 13 etc.) will be liable to further penalties in accordance with Regulation 3.
- 6.1.5 Two (2) cautions in a match resulting in a red card will not count towards a player's accumulated cautions during the season. Cautions shall not carry over from season to season.
- 6.1.6 Should a match card not be received in accordance with Rule 3.2.8 for a game in which a player should be serving a suspension, the JLM may assume that the player played while suspended and impose further penalties accordingly.

### **6.2 Disputes and Disciplinary Proceedings**

- 6.2.1 All Junior League disputes and disciplinary matters will be dealt with under the National Disciplinary Regulations, CF Disputes and Disciplinary Regulations and CF Competition Rules.

### **6.3 Disciplinary Panel**

- 6.3.1 The Disciplinary panel will convene as necessary upon request of the JLM. Clubs will have the opportunity to appear at a hearing to have any protest, appeal or other matter determined. Referees can, however only be called to give evidence in person with the consent of the RSAC.

### **6.4 Determinations of the Disciplinary Panel or the JLM**

- 6.4.1 Refer to clause 6.2.1

### **6.5 Protests and Appeals**

- 6.5.1 Refer to clause 6.2.1

### **6.6 Notification of Determinations**

- 6.6.1 Refer to clause 6.2.1

## **7 Referees**

### **7.1 Referee's Duties**

- 7.1.1 The duties and responsibilities of Referees and Assistant Referees shall be as contained in the current Referee Handbook published by the CF Referee Standing Committee.
- 7.1.2 Referees shall note yellow and/or red cards in the 'offence' column against players' names on the relevant match card, using the Y and R codes issued by CF.
- 7.1.3 Referees shall submit to CF, within three (3) working days of the match, a detailed report for each player sent off.
- 7.1.4 Written reports must also be submitted by Referees for alleged player misconduct after a match has been completed, for spectator or club official misconduct, and for matches abandoned for any reason.
- 7.1.5 No persons other than the respective Team Managers may approach the Referee at the end of a match without his/her consent.

### **7.2 Referee Appointments**

- 7.2.1 For all matches Referees and Assistant Referees will be appointed by the relevant Club Referee Coordinator. All appointed Referees must be registered with FFA and be a current officials of CF.
- 7.2.2 Assistant Referees may be appointed, and if appointed are entitled to payment, for all age groups.

### **7.3 Non Attendance or Unavailability of Referee**

- 7.3.1 In the event of an officially appointed Referee not being available for a game, the coach or manager of the visiting team shall be invited to nominate a club referee from among those present. Failure to invite the visiting team to nominate a club referee in this instance will result in a fine to the home club as per Appendix B.
- 7.3.2 Where a club knows in advance that no official Referee will be available for a game, it is expected to advise the Junior League Manager, if possible no later than 48 hours before the scheduled kick off, so that the affected team has reasonable opportunity to prepare to exercise its right under Rule 7.3.1.
- 7.3.3 If the visiting team is unable to provide a club referee then the coach or manager of the home team shall be entitled to nominate a club referee from those present.
- 7.3.4 A club referee selected in accordance with either Rule 7.3.1 or Rule 7.3.3 shall referee the whole match, shall have the authority and responsibilities of an officially appointed referee including issuing of cautions and send-offs, and his/her decisions shall be binding on both teams.
- 7.3.5 Where a club referee wishes to caution or send-off a player but does not have red or yellow cards, then the player's team manager is to be advised of the caution or send-off details.

Note that a club referee cannot send-off a player solely on the advice of a club assistant referee.

7.3.6 At the conclusion of a match, the club referee is to fill out the match card in accordance with Rule 5.5.5. If the club referee is not familiar with the numeral ID of yellow or red cards then notations of 'YC' or 'RC' in the offence column against the players name will suffice.

7.3.7 Where a player is sent-off by a club referee, the club referee will forward a report to Capital Football within three (3) working days noting the match details, the players name, shirt number and FFA ID numbers, a detailed description of the send-off incident and the name and phone contact of the club referee.

#### **7.4 Referee Payments**

7.4.1 Referees and Assistant Referees at JL games shall be paid prior to the commencement of the game, with each competing team liable for half the fee(s) due. CF may, however, make special arrangements for the payment of referee fees for games in special tournaments.

#### **7.5 Player Safety and Blood Rule**

7.5.1 It is the referee's responsibility to ensure that all players taking the field are wearing equipment that is safe to themselves and any other person.

7.5.2 If a player is wearing any equipment which may endanger him or herself, or any other player It is the referee's responsibility to ensure all such equipment is removed before the player enters the field of play.

7.5.3 The referee must ensure that any player who suffers an injury or wound which results in the loss of blood leave the ground immediately for the purpose of receiving medical attention outside the field of play.

7.5.4 The referee will allow the injured player to rejoin the game only after the referee is satisfied that the wound has been safely covered and contained.

7.5.5 If a player's uniform or attire has blood split on it, the referee will require the player to change his or her attire before rejoining the game.

7.5.6 If the injured player is required to change his or her uniform, and a shirt displaying the same number as the original shirt is unavailable, the referee may in his or her discretion allow the player to wear an alternate numbered shirt.

7.5.7 Alternatively, in such circumstances, a team may replace the injured player in accordance with the interchange rule.

## Appendix A

### Junior League Specifications from 2011

<b>Under 12's Competition</b>	
Game Duration	2 x 30 minutes
Half Time Break	5 minutes (max)
Max Interchange Player	4
Ball Size	4

<b>Under 13's Competition</b>	
Game Duration	2 x 30 Minutes
Half Time Break	5 minutes (max)
Max Interchange Player	4
Ball Size	4

<b>Under 14's Competition</b>	
Game Duration	2 x 35 minutes
Half Time Break	5 minutes (max)
Max Interchange Player	4
Ball Size	4

<b>Under 15's Competition</b>	
Game Duration	2 x 40 minutes (boys), 2 x 35 minutes (girls)
Half Time Break	5 minutes (max)
Max Interchange Player	4
Ball Size	5

<b>Under 16's Competition</b>	
Game Duration	2 x 45 minutes (boys), 2 x 40 minutes (girls)
Half Time Break	5 minutes (max)
Max Interchange Player	4
Ball Size	5

<b>Under 18's Competition</b>	
Game Duration	2 x 45 minutes
Half Time Break	5 minutes (max)
Max Interchange Player	4
Ball Size	5

## Appendix B

### Penalties

Regulation	Offence	Penalty
2.2.1	Playing an ineligible player	1 <sup>st</sup> offence - \$50 2 <sup>nd</sup> offence - \$100 <i>*Increase of \$50 per offence*</i>
2.2.14	Playing an ineligible player	1 <sup>st</sup> offence - \$50 2 <sup>nd</sup> offence - \$100 <i>*Increase of \$50 per offence*</i>
2.3.10	Guilty of paying a player to participate in Junior League games	1 <sup>st</sup> offence - \$100 per player 2 <sup>nd</sup> offence - \$150 per player <i>*Increase of \$50 per offence*</i>
2.3.4	Failure to submit registered team lists by due date	Week 1 - \$10 per team Week 2 - \$20 per team <i>*Increase of \$10 per team each week late*</i>
2.3.5	Failure to submit registered Division 1 team lists by due date	Week 1 - \$10 per team Week 2 - \$20 per team <i>*Increase of \$10 per team each week late*</i>
2.3.8	Playing an unregistered player	1 <sup>st</sup> offence - \$50 2 <sup>nd</sup> offence - \$100 <i>*Increase of \$50 per offence*</i>
2.3.9	Induce or attempting to induce a player to change clubs by offering money or material goods	1 <sup>st</sup> offence - \$100 2 <sup>nd</sup> offence - \$150 <i>*Increase of \$50 per offence*</i>
2.4.4	Withdrawing or entering a team after date by which team nominations are to be finalised	1 week after due date - \$50 per team 2 weeks after due date - \$100 per team <i>*Increase of \$50 week after due date*</i>

3.2.1	Failure to submit correctly completed match card	1 <sup>st</sup> offence – written warning 2 <sup>nd</sup> offence - \$20 per match card <i>*Increase of \$20 per offence*</i>
3.2.2	Playing an ineligible player	1 <sup>st</sup> offence - \$50 2 <sup>nd</sup> offence - \$100 <i>*Increase of \$50 per offence*</i>
3.2.10	Failure to submit match card on time	\$20 per match card
3.2.10	Failure to submit match results online	\$10 per result not submitted
3.5.1	Failure to take field in registered strip	1 <sup>st</sup> offence - \$50 2 <sup>nd</sup> offence - \$100 <i>*Increase of \$50 per offence*</i>
3.6.3	Misbehaviour of club officials or failure to keep spectators in check	1 <sup>st</sup> offence - \$100 2 <sup>nd</sup> offence - \$200 <i>*Increase of \$100 per offence*</i>
3.8.3	A person found to be smoking or consuming alcohol within the Technical area and anywhere on or within 10 metres of the touchline.	1 <sup>st</sup> offence - \$100 2 <sup>nd</sup> offence - \$200 <i>*increase of \$100 per offence*</i>
4.2.9	Forfeiting a match	1 <sup>st</sup> offence - \$50 per team 2 <sup>nd</sup> offence - \$100 per team <i>*Increase of \$50 per offence*</i>
4.2.14	Walk off by a team before the completion of the match	1 <sup>st</sup> offence - \$100 2 <sup>nd</sup> offence - \$150 <i>*Increase of \$50 per offence*</i>
7.3.1	Failure to invite the visiting team to nominate a club referee in the event of an officially appointed Referee not being available for a game	1 <sup>st</sup> offence - \$50 2 <sup>nd</sup> offence - \$100 <i>*increase of \$50 per offence*</i>

