



## FUTSAL LEAGUE

# LOCAL COMPETITION RULES

2009

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## GLOSSARY

## 1. Definitions

**'Federation'** Capital Football, Capital Football - Futsal, North Canberra Futsal or South Canberra Futsal

**'Board'** the Board of the respective Federation.

**'Club'** any registered club participating in junior or senior competitions in futsal competitions in the ACT and surrounding regions.

**'Delegate'** the official representative for a team.

**'FIFA'** Federation of International Football Associations.

**'FFA'** Football Federation Australia, the national football federation.

**'Player'** any registered participant, unless the contrary intention appears.

**'Home team'** the first team mentioned on the draw.

**'Away team'** the second team mentioned on the draw.

**'Junior competition'** open to any player under 16 years of age (refer age criteria).

**'Youth competitions'** open to any player 16-19 years of age.

**'Senior or open age competitions'** open to any player 15 or older.

**'Masters'** the Men's Over 35s and Women's Over 30s Leagues.

**'FLM'** is the Futsal League Manager.

**'FSC'** is the Futsal Standing Committee.

**'Extenuating circumstances'** any circumstances beyond reasonable control of the appropriate Federation.

## COMPULSORY EQUIPMENT + OTHER ITEMS

### 2. Basic Uniform

**2.1** Playing shirts with sleeves are compulsory. Playing shirts must be matching with numbers clearly marked on the back. No two shirts may display the same number.

**2.2** Playing shorts must be matching. Playing shorts may or may not be numbered.

**2.3** Goal Keepers must wear uniforms that clearly contrast with the rest of the team. Goal keeping shirts must be clearly numbered on the back. It is preferable that this is a number one (1).

**2.4** Teams are to not to have black uniforms as that clashes with referee uniforms.

- 2.5** Matching long socks must be worn. Socks must cover the shin pads entirely.
- 2.6** Shin pads must be worn. Shin pads must comply with Law 4 of the FIFA Laws of the Game.
- 2.7** Non marking shoes must be worn at all times.
- 2.8** In the opinion of the referee, where the colors of both teams are sufficiently similar it is the responsibility of the away team to change into an alternate colored strip or bibs provided.
- 2.9** Matching playing shirts will be provided for mini's players. As this is an introductory competition matching shorts and socks are not enforced.

### 3. Match Balls

- 3.1** Match balls must bear the official logo 'FIFA approved' or 'FIFA inspected' logos.
- 3.2** Size 3 match balls are to be used for all age groups up to and including under 12's. Size 4 match balls are to be used for all other age groups including open age.
- 3.3** Five minutes before the scheduled start of a game, each team must give the referee one ball. The referee may choose either ball or request that another ball be brought on to the court.

### 4. ID cards

- 4.1** Upon request of match officials, players must provide valid photo identification. Where a player is unable to produce proof of identification, the matter will be reported to the FLM who will subsequently take the appropriate disciplinary action against the player, team and club involved.

### 5. Jewellery

- 5.1** As per Law 4 of the 'FIFA Laws of the game' the wearing of jewellery is not permitted.
- 5.2** Official Medic Alert bracelets and necklaces are the only jewellery approved to be worn. All Medic Alert bracelets and necklaces must be securely taped to the body and the referees informed of them being worn prior to the game.

### 6. Trophies

- 6.1** All perpetual trophies must be returned to the FLM four (4) weeks prior to the completion of the season. Failure to return trophies by the due date will render the team liable to a fine as set out in Schedule 1.
- 6.2** All perpetual trophies remain the property of the Federation and cannot be won outright. Trophies must be returned in good condition or the holders of the trophy shall be liable for the full value of the damage to any trophy.

## ELIGIBILITY

## 7. Age Based competitions

- 7.1** No player may play for any team unless he/she is correctly registered with the appropriate Federation in line with registration guidelines (Rule 11.1 – 11.2).
- 7.2** For the purpose of defining player's age for competitions, it is deemed that a player's age is based on their actual age as of 31 December 2009.
- 7.3** Minimum age for players to play in any age based futsal competition is five (5) years of age (as per Rule 9.1).
- 7.4** Male players are not permitted to play in female competitions.
- 7.5** Female players playing in mixed or open competitions are permitted to play down one (1) age group below their defined age group with the approval of the Federation. Female players playing in female competitions must play in their respective age group.
- 7.6** Players are permitted to play up to two (2) chronological years above their respective age groups in their gender specific competitions. Players are not permitted to play in any age groups below their respective age group except for female players as outlined in Rule 7.5.
- 7.7** In all aged based competitions, the home team must provide a scorer and the away team must provide a linesperson when requested.
- 7.8** Failure to provide a scorer or linesperson when requested will be regarded as a late start (see Rule 24.1 – 24.2).

## 8. Skills based or divisional competitions

- 8.1** No player may play for any team unless he/she is correctly registered with the appropriate Federation in line with registration guidelines (Rule 11.1 – 11.2).
- 8.2** Junior players can only play in the one junior competition. However, junior registered players may also register for one or more senior age competitions (see Rule 8.5).
- 8.3** Teams are free to nominate for any division within divisional or skills based competitions, although the final decision on divisional placement rests at the discretion of the FLM.
- 8.4** Seniors - Individual players may register to play in more than one skills based or divisional competition, although the highest division elected will be deemed the default status of such player. Please note that a player's registration status can change due to participation in the summer competition, traditionally held after the winter competition.
- 8.5** Seniors - Individual players, who register in more than one division, may only register in a subsequent team no greater than one division higher or lower than their default status. (Rule 8.4 does not apply where divisional competitions form part of an age based competition).
- 8.6** Seniors - For the purpose of player status, mixed social competitions are deemed equivalent to the lowest men's competition.

- 8.7** Schedule 2 depicts the hierarchy of divisions.
- 8.8** Seniors - Mixed social teams are to have a minimum of two female players on court at all times.

## COMPETITIONS

### 9. Competitions

Junior and senior competitions are covered under these guidelines.

- 9.1** Junior competitions are open to players aged 5-16 years.
- 9.2** Senior competitions are open to players 15 years and older.
- 9.3** Masters competitions are open to players aged 35 and over.
- 9.4** Senior competitions will encompass Premier men, Divisions 1-5 north and south, and Premier women, Divisions 1-3 women, mixed social and masters.
- 9.5** All junior competitions will be run on an age based criteria (see Rule 7.1 – 7.5).
- 9.6** Where sufficient teams provide junior competitions may also be run on a skill based divisional basis within a specific age based category.
- 9.7** All Junior competitions under 10's and younger will be deemed non competitive and therefore results will not be recorded. Tournaments are an exception to this Rule.
- 9.8** All senior or open competitions will be run on a skill based or divisional basis. For the benefit of a competition, the FLM reserves the right to transfer a team into a more appropriate skill based division. Pre-competition qualifying tournaments and grading periods may also be utilised to ensure teams are of similar playing standards.
- 9.9** All teams must have at least one person(s) over the age of 18 as a registered team official.
- 9.10** Seniors - Mixed Social competitions will not have finals.

### 10. Other Competitions

- 10.1** Clubs are to assume full responsibility for the running of any game they may organise with teams outside of the Federation or with teams within the Federation. These responsibilities include first receiving sanction for such matches from the Federation. Approval must be sought by a request in writing no less than seven (7) days prior to the scheduled date of a local match or three weeks for an interstate fixture and where appropriate the Capital Football Visiting Teams Policy shall be adhered to. A player or Club found to be participating in an unauthorised competition or match will not be covered by the Federation's insurance policy and may be subject to disciplinary action as determined by the Federation.

## REGISTRATIONS

### 11. Players must be registered

- 11.1** No player may play for any team unless he/she is correctly registered with the Federation in accordance with the FFA National Registration Regulations.
- 11.2** Registrations shall be;
- 11.2.1** In writing.
  - 11.2.2** In accordance with the official form provided.
  - 11.2.3** In accordance with FFA registration parameters.
  - 11.2.4** Accompanied by the appropriate fees.
  - 11.2.5** Accompanied by appropriate documentation for the purpose of verifying players age (age based competitions).
- 11.3** The organising committee reserves the right to refuse an individual or team nomination. Registrations may be refused as a result of –
- 11.3.1** Incomplete lodgment of registration forms and/or payments.
  - 11.3.2** Lodging of fraudulent registration details.
  - 11.3.3** A team's or individual's unfinancial status with the association.
  - 11.3.4** An individual or team's playing status – i.e. outstanding suspensions etc.

### 12. Invalid registrations due to false statement

- 12.1** If it is deemed that a players registration has been accepted as a result of false statement by the player or by the team through which they are registered, without which the registration would not have been approved, the player will be considered an unregistered player and the team liable to such penalties as outlined in the schedule of penalties and fines.

### 13. Registration periods

- 13.1** Team registrations will only be accepted during the official registration period.
- 13.2** Any team or individual registrations submitted outside the official registration period will incur an additional late entry fee as outlined in the schedule of penalties and fines, and cannot be guaranteed entry into the competition.
- 13.3** Seniors - Individual registrations will be accepted from the start of the registration period until no later than four weeks prior to the first scheduled final within the respective division.
- 13.4** Junior and non competitive competitions- Registrations will be accepted up until 6 weeks prior to the end of the season where available places permit.

### 14. Late applications

- 14.1** The Federation (as per Rule 13.2) may accept late applications for entry into the respective competitions provided that;
- 14.1.1** The finalisation of the draws will not be delayed; or
  - 14.1.2** The resultant competition is not disadvantaged by the entry of one additional team; and
  - 14.1.3** The team being entered late can be placed in an age group or division commensurate with the ability of the team.
- 14.2** A late team nomination that could be placed instead of a bye may be accepted provided courts are available.

## FEES

### 15. Registration (capitation) fees

- 15.1** The rate of annual registration fees will be determined no later than 1 March of each year and will remain in force until 31 March the following year unless altered by the Federation.
- 15.2** Registration fees will be charged to all players as part of the overall fee structure.

### 16. Competition fees

- 16.1** Competition fees make up the remainder of the fees charged on registering to play futsal.
- 16.2** Competition fees entail fees to cover court hire, referees, venue manager costs and equipment.
- 16.3** Competition fees in junior competitions may vary depending on the length of games (see Rule 18.1-18.4) and the length of competition.

### 17. Minis fees

- 17.1** Mini's fees are set at \$50 for the entire program period and encompass both registration and match fees.

## CONDUCT OF GAMES

### 18. Game duration

- 18.1** Game duration for competitions may vary due to court availability at the discretion of the Federation.
- 18.2** Game duration for all senior competitions will consist of 2 X 20 minute halves, run off the clock, with a 2 minute half time break.
- 18.3** Game duration for junior competitions will consist of 2 equal length halves of between 15 minutes (Under 10) and 20 minutes (Under 12-16), with a 2 minute half time break.

- 18.4** Game duration for minis program will be 2 equal halves of between 10 and 15 minutes with a 2 minute half time break.

## 19. Courts

- 19.1** Standard size courts will be used for all junior and senior competitions. International sized courts may be used for senior competitions and/or finals.
- 19.2** Modified courts will be used for mini's program. Courts used for the mini's program will be between ½ size and ¾ standard court size, dependent on availability.

## 20. Points allocation

- 20.1** Points will not be allocated to non competitive games (see Rule 9.7).
- 20.2** Points will only be allocated to competitive games.
- 20.3** Points will be allocated as follows;
- 20.3.1** 3 points for a win.
  - 20.3.2** 2 points for a score draw.
  - 20.3.3** 1 point for a scoreless draw.
  - 20.3.4** 0 points for a loss.

## 21. Determination of Points Table

- 21.1** At the completion of the league matches, the point's table placement of teams will be determined by the number of points accrued in playing those matches. The team with the highest number of points will be placed first. The remaining teams will be placed according to their point's accrual with the next highest number being placed second and so on.
- 21.2** In the event that two teams are equal on points then the following elimination process shall apply to determine the respective placements:
- 21.2.1** The result of the match or aggregate result in the matches played would place the winner as the higher of the two. If their match was drawn or this was a tie then;
  - 21.2.2** The team with the higher goal difference would be placed as the higher of the two. If there remains a tied outcome then;
  - 21.2.3** The team with the highest goals for would be the higher of the two. If there remains a tied outcome then;
  - 21.2.4** A coin is tossed to determine the position.

## 22. Match sheets

- 22.1** It is the responsibility of the respective teams to ensure that match sheets are correct and include all player's names and shirt numbers prior to the start of the game.

- 22.2** Only players correctly listed on the match sheet at the start of play will be permitted to participate. Names of players may only be added to the match sheet in accordance with (30.1-11).
- 22.3** Should a player take the court that is not listed on the match card prior to the commencement of the game will result in a fine and penalty as per the schedule of fines and penalties.
- 22.4** The referee may refuse to let a team take the court until its part of the match sheet has been presented to him or her.
- 22.5** A team's match sheet must be shown to the captain or manager of the opposing team at his or her request.
- 22.6** All players listed on the match sheet must have in their possession some legitimate form of photographic identification which must be produced at the request of the Venue Manger, FLM or opposing team manager. Legitimate forms of photographic identification may include a Drivers License, Proof of Age Card, School/University Issued ID Card, or passport.
- 22.7** The detection of a breach against a status or registration rule after viewing the opposing team's identification record may be the subject of a protest by that Team but will not be cause for the game not to be played or to be abandoned. Such protests will only be considered if they are forwarded in writing to the FLM within forty-eight hours of the event.
- 22.8** At the conclusion of the game representatives from both teams are required to sign the match sheet to verify the score and note any injuries that occurred during the match. Managers may also record any comments relating to purported breaches of these Rules.
- 22.9** Match sheet must be signed by a representative of each team at the conclusion of the game.
- 22.10** Any player under suspension from the Federation will have their name noted on the match sheet and will not be permitted to play.
- 22.11** Match sheets will not be used for mini's programs although an attendance register is to be maintained.

### 23. Late start

- 23.1** Teams not ready to kick off at the scheduled time as signaled by the referees will immediately be penalised one goal and a further goal for every 2 (two) minutes that they are late.
- 23.2** If a team is not ready to kick off after five minutes past the scheduled kick off time as signaled by the referees the team will be considered to have forfeited the game and penalised as per Rule 25.

### 24. Rescheduling of matches

- 24.1** Rescheduling of matches by teams will not be permitted.
- 24.2** Rescheduling of matches by the Federation will only occur due to extenuating circumstances

## 25. Forfeiture of games

- 25.1** Teams must notify the Federation at least 48 hours prior to their game of their intention to forfeit.
- 25.2** Notification of forfeiture must be in writing.
- 25.3** Forfeiture of games will result in a score-line of 5-0 being recorded against the forfeiting team.
- 25.4** Failure to provide 48 hours notice of forfeiture will result in the incurrence of a fine as outlined in the schedule of penalties and fines.
- 25.5** Failure to pay any fine resulting from forfeiture of games will result in the forfeiting team receiving no points from any further games until the fine is paid in full.

## 26. Abandonment of games

- 26.1** An abandoned game as a result of player, spectator, or team official's conduct will result in the awarding of a 5-0 result being recorded against the offending team.
- 26.2** Games may be abandoned by the appointed referee on the grounds of;
  - 26.2.1** threatening behavior or conduct by player, team, spectator, or team officials,
  - 26.2.2** insufficient players left on the court
  - 26.2.3** physical violence against an appointed referee, player, spectator or team officials
- 26.3** Teams or individuals found responsible for the abandonment of games may also be subject to fines or suspensions as per the National Disciplinary Rules of 2009 or schedule of penalties and fines found in this document.
- 26.4** Games may also be abandoned due to circumstances beyond the control of the appointed referee such as;
  - 26.4.1** unsafe court conditions
  - 26.4.2** power failure
  - 26.4.3** insufficient lighting
  - 26.4.4** fire, flood or bomb threat
  - 26.4.5** or any other conditions that may endanger the players' safety causing the abandonment of games.
- 26.5** In circumstances described by Rule 26.4, neither team will be penalised as a result of the abandonment, and the game will recommence once conditions are deemed satisfactory for play to recommence.
- 26.6** Games will recommence from the point of abandonment and scores will commence unchanged from those recorded at the time of abandonment.

- 26.7** If games are unable to recommence on the day of the abandonment due to time constrictions games will be rescheduled at the discretion of the Federation.
- 26.8** Where a game under Rule 26.7 has no bearing on the result of the competition, it may be cancelled by the Federation with the consent of both Teams.
- 26.9** In the event of a walk-off by a team before the end of a game, that team will be considered to have forfeited the game. In the event that the scoreline against the offending team is greater than 0 – 5, the match will be abandoned and the score will be recorded as it was prior to the walk-off.

## 27. Minimum number of players

- 27.1** Any team that has less than four players on the court either before or during the match will be considered to have forfeited the game. In the event that the score line is greater than a 0 – 5 deficit, the score will be recorded as it was.

## 28. Unregistered players

- 28.1** Any player playing with a team in any competition who is not correctly registered in line with these rules shall be deemed an unregistered player.
- 28.2** The playing of unregistered players is not permitted under any circumstances and will result in the offending team forfeiting the game and fines will be issued in line with the schedule of penalties and fines.
- 28.3** Any players deemed to have played in competitions as unregistered players will also be required to pay the appropriate match and registration fees as per the schedule of penalties and fines.
- 28.4** Failure to pay any fees or fines resulting from playing an unregistered player will result in the forfeiting team receiving no points from any games until the fine is paid in full.

## 29. Withdrawal of teams

- 29.1** In the instance of a team withdrawing from competition all fees paid are non refundable. Extenuating circumstances may be considered at the discretion of the Federation. Administration fees will still apply in line with the penalty and fines schedule.
- 29.2** In the instance of a team forfeiting two games in a season, the Federation reserves the right after reasonable investigation to withdraw the team from the competition.
- 29.3** In the instance of a team withdrawing from the competition prior to the completion of the season, all points received in games against that team may be disregarded in the competition table for that league, and a forfeit recorded for all games involving the withdrawn team.

## 30. Borrowing of players

- 30.1** The borrowing of players is only permitted in open age competitions.

- 30.2** Only fully registered players are permitted to be used as borrowed players.
- 30.3** Seniors - Players can only be borrowed from an equal or lesser competition.  
Juniors – Players can only be borrowed from a younger age group after consultation with the Federation’s Player Registrar.
- 30.4** Players can not be borrowed from another team in the same competition in which they are playing.
- 30.5** A player may be borrowed up to a total of three (3) times throughout an entire season.
- 30.6** If a player is borrowed more than three (3) times during any season that player will be required to pay another set of match fees as per the schedule of penalties and fines before being permitted to play in any other games.
- 30.7** Borrowed players are not permitted to be used during finals series matches.
- 30.8** Seniors - Teams may only use borrowed players for up to a maximum of 5 games in any season.
- 30.9** Seniors - Any team that uses borrowed players for more than the maximum five (5) games will be charged match fees for one extra person (as per schedule of penalties and fines). Teams will not be permitted to play in any further games until this fee is paid in full.
- 30.10** As per Rule 8.3, it is important to note that a player's registration status may change due to participation in the winter competition, held before the annual summer competition. For example, a division 2 player's registration status will change if he/she registers for the Winter Division 3 Competition.
- 30.11** Breaches of the above 'Borrowing of Players' rules will result in a forfeit being awarded to the non-offending team and subsequent fine as per the Schedule of Penalties and Fines.

### 31. Spectators

- 31.1** Each Team must keep its members and spectators in check, preventing any disturbance amongst its spectators and generally assist the Federation in the preservation of law, order and good discipline at the match. Any Team that is found guilty of a breach of the Rule will be liable to a fine or penalty to be determined by the FSC and may be liable to lose competition points.

## CONDUCT OF FINALS SERIES GAMES

### 32. Game duration

- 32.1** At the completion of rule time in a Quarter or Semi Final the team with the highest number of goals moves to the next phase in the competition, or in the case of a Final, is declared the winner of the Competition.

**32.2** In the event that the match result is a draw at the completion of rule time, the following shall occur:

**32.2.1** Extra time of five (5) minutes each way will be played. The team scoring the most goals in the extra time period is deemed the winner and in the case of a Quarter or Semi Final advances to the next phase in the competition, or in the case of the Final, is declared the winner of the Competition.

**32.2.2** Where no goals are scored or each team scores the same number of goals, then penalties shall be taken in accordance with the FIFA Futsal Laws of the Game. The winner in the case of a Quarter or Semi Final advances to the next phase of the competition, or in the case of the Final, is declared the winner of the Competition.

## REFEREES

### 33. Appointments

**33.1** Unless otherwise decided by the Referee's Standing Committee or the Futsal Referees Sub-Committee, the appointment of referees will be made by the Futsal Referee's Appointments Officer.

**33.2** In the event of a match played without an appointed Referee or Assistant Referee, both teams will be notified as far as in advance as possible by the FLM and will be responsible for supplying a club's person to referee half the match each.

### 34. Persons not to approach referee

**34.1** With the exemption of team managers/captains carrying out the requirements of Rule 22 (Match Sheets) no person may approach the referee at the end of a game for any purpose whatsoever without his or her consent.

### 35. Referee unable to complete game

**35.1** If the senior referee has to leave the court before the end of a game, the second referee will assume the responsibility of refereeing the game alone.

**35.2** If the match is refereed by one referee and he/she has to leave the court before the end of a game, a substitute referee will be supplied in accordance with Rule 33.2.

### 36. Action against referees

**36.1** Referees who fail to attend matches for which they are appointed or whose performance fails to meet the standard set by the Laws of the Game, will be subject to disciplinary action by the Referees Standing Committee as determined by their Rules and Rules.

### 37. Reporting

**37.1** If a player is cautioned or sent from the court, the referee must send a written report to the FLM and Referee's Administrator by email, fax, post or hand within forty-eight hours of the end of the game or they may face disciplinary action as per Rule 36.

- 37.2** If a referee exercises his or her discretionary powers to suspend or end a game because of weather, interference by spectators, failure of a team to appear or any other cause, he or she must submit a report to the FLM and Referee Administrator within forty-eight hours of the stoppage of the game or face disciplinary action as per Rule 36.

## DISPUTES, DISCIPLINE, PROTESTS and APPEALS

Please refer to the National Disciplinary Regulations and Capital Football's Competition Rules for complete details on all matters relating to disputes, discipline, protests and appeals. The National Disciplinary Regulations and CF Competition Rules apply in addition to any other penalty that may be applied/ imposed under these Rules.

## REPRESENTATIVE PLAYERS

### 38. Representative Players

- 38.1** Any junior team with 4 (four) or more representative players must play up at least one (1) age group, the final decision remains with the competition organiser in the interests of providing a fair and equitable competition.
- 38.2** Any female team with 4 (four) or more representative players, playing in a boys competition will not be allowed to play down 1 (one) age group.
- 38.3** In any aged based competition, any team with 2 (two) or more representative players must not play in a Division 2 competition.
- 38.4** Any male senior team with 4 (four) or more youth and/or senior representative players must compete in division 1 or higher.

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## SCHEDULE 1 -

### SCHEDULE OF FINES + PENALTIES

#### 39. Schedule of Fines and Penalties

- 39.1** Withdrawal of team after commencement of competition  
**39.1.1** \$150.00 Administration Fee per team
- 39.2** Forfeit of game without 48 hours notice  
**39.2.1** \$50.00 per team  
**39.2.2** 0 points
- 39.3** Late team registration fee  
**39.3.1** \$50.00
- 39.4** Playing an unregistered player  
**39.4.1** Forfeit of game  
**39.4.2** \$50.00  
**39.4.3** Match fees  
- If already registered with CF =  $\$140 \div \text{Number of Round Games}$ .  
- If not registered with CF =  $\$140 \div \text{Number of Round Games} + \$32$ .
- 39.5** Borrowing an ineligible player  
**39.5.1** Forfeit of game  
**39.5.2** \$50.00
- 39.6** Player whose name is left off the match card taking the court  
**39.6.1** Forfeit of game  
**39.6.2** First offence - \$25.00. Second and subsequent offence - \$50.00
- 39.7** Failure to return perpetual trophy four (4) weeks prior to end of season  
**39.7.1** \$50.00 per week the trophy is retained after due date.

All fines are exclusive of GST.

## SCHEDULE 2 –

## HIERARCHY OF LEAGUES

