



FOOTBALL
ST GEORGE

COMPETITION REGULATIONS

St George Football Association trading as
Football St George (“Association”)

#WEARESTGEORGE

CONTENTS PAGE

PART 1 - ADMINISTRATION	5
1 SCOPE AND APPLICATION.....	5
2 CONTROL OF COMPETITIONS.....	5
3 ALTERATION.....	5
4 DISCIPLINARY SANCTIONS AND PROCEEDINGS.....	5
5 CONSEQUENCES FOR BREACH.....	5
6 SPECIAL CONSIDERATION	5
7 UNFORESEEN CIRCUMSTANCES	6
8 MEMBER PROTECTION	6
9 ATTENDANCE AT MEETINGS.....	6
10 NOMINATION FORMS.....	6
11 GRADING OF TEAMS.....	7
12 PLAYER REGISTRATION FEES.....	8
13 MATCH FEES	8
PART 2 – TECHNICAL REGULATIONS.....	9
1. MATCHES PLAYED IN ACCORDANCE WITH THE LAWS OF THE GAME.....	9
2. DURATION OF MATCHES	9
3. ADDED TIME	9
4. EXTRA TIME.....	9
5. DETERMINING THE WINNER BY PENALTY KICK	10
6. TECHNICAL AREA	11
7. FOOTBALLS	11
8. LEAGUE POSITIONS.....	12
9. PROMOTION AND RELEGATION	12
10. COMPETITION POINTS.....	13
11. COMPETITION SYSTEM	14
12. QUALIFYING TO THE CHAMPIONSHIP SERIES.....	14
13. RETURN SUBSTITUTION (INTERCHANGE).....	15
14. TEAMS REMOVED OR WITHDRAWN FROM COMPETITIONS	16
15. GROUND OFFICIALS	16
16. LIQUIDS DURING PLAY	16
17. MATCH SCHEDULE AND KICK-OFF TIMES.....	17
18. RESCHEDULING OF MATCHES.....	18
19. WET OR INCLEMENT WEATHER.....	18
20. POSTPONED MATCHES	19
21. ABANDONED MATCHES.....	19
22. FORFEITED MATCHES	20

23.	DEFERRED MATCHES	21
24.	TRIAL MATCHES	21
25.	PROTESTS.....	21
26.	SPECIAL RULES - MINIROOS.....	22
27.	SPECIAL RULES – JUNIOR COMPETITIONS	22
28.	SPECIAL RULES – OVER 35 COMPETITIONS	22
29.	SPECIAL RULES – OVER 45 MEN COMPETITION	22
30.	SPECIAL RULES – OVER 30 WOMEN COMPETITION	23
31.	SPECIAL RULES – MEN’S PREMIER LEAGUE COMPETITIONS	23
	PART 3 – ELIGIBILITY AND REGISTRATION	24
1.	AGE ELIGIBILITY.....	24
2.	BIOLOGICAL MATURATION TESTING AND RELATIVE AGE EFFECT	25
3.	ELIGIBLE PLAYERS	25
4.	PLAYER STATUS.....	26
5.	PROCESS FOR THE REGISTRATION OF PLAYERS.....	26
6.	PROCESS FOR THE DEREGISTRATION OF PLAYERS	27
7.	PROCESS FOR REGISTRATION OF TEAM OFFICIALS	27
8.	SUBMISSION OF REGISTRATIONS	27
9.	INTERNATIONAL TRANSFER CERTIFICATE (ITC)	28
10.	MAXIMUM PLAYER ROSTERS.....	28
11.	PLAYER BORROWING RULES.....	29
12.	TEAM OFFICIAL BORROWING	31
13.	51% RULE	31
14.	ELIGIBILITY TO PLAY IN THE CHAMPIONSHIP STAGE	32
15.	PLAYER VERIFICATION	32
	PART 4 – TEAM SHEETS AND RESULTS	34
1.	DIGITAL MATCH SHEETS	34
2.	MATCH DATA REPORTING	35
	PART 5 – MATCH OFFICIALS	36
1.	MATCH OFFICIAL APPOINTMENTS	36
2.	MATCH OFFICIAL POWERS, DUTIES, AND OBLIGATIONS	36
3.	WELFARE OF THE MATCH OFFICIALS.....	36
4.	ATTENDANCE OF MATCH OFFICIALS	36
5.	NON-ATTENDANCE OF MATCH OFFICIALS	37
6.	REFEREE MATCH PAYMENTS	38
	PART 6 – EQUIPMENT REGULATIONS.....	39
1	AUTHORITY AND SCOPE	39
2	PLAYERS BASIC EQUIPMENT	39

3	ITEMS WORN UNDER THE PLAYING KIT	39
4	JEWELLERY AND GLASSES	39
5	MISCELLANEOUS HEAD WEAR.....	40
6	MISCELLANEOUS PROTECTIVE EQUIPMENT.....	40
7	OTHER EQUIPMENT	40
8	CAPTAINS ARM BAND.....	40
9	MATCH OFFICIALS KIT.....	40
10	NUMBERING	40
11	PLAYING COLOURS.....	41
PART 7 – AWARDS		42
1	CLUB CHAMPIONSHIPS	42
2	STAN MOSES MEMORIAL AND A.S. TANNER SHIELDS.....	42
3	JUNIOR FAIR PLAY AWARDS	43
4	PERPETUAL TROPHIES.....	43
5	MEDALS AND TROPHIES	43
SCHEDULE A – DEFINITIONS		44
SCHEDULE B – DEMERIT POINTS SYSTEM		47
1	PURPOSE.....	47
2	OVERVIEW	47
3	WHO THE DEMERIT POINT SYSTEM APPLIES TO	47
4	RESPECT POINTS	48
5	RESPECT POINTS TEAM THRESHOLDS AND SANCTIONS	49
6	CLUB THRESHOLDS AND SANCTIONS – RESPECT DEMERIT POINTS.....	49
7	LEADERSHIP POINTS	50
8	TEAM THRESHOLDS AND SANCTIONS – LEADERSHIP DEMERIT POINTS.....	50
9	LEADERSHIP POINTS CLUB THRESHOLDS AND SANCTIONS.....	50
10	ACCUMULATION OF DEMERIT POINTS AND APPLICATION OF SANCTIONS.....	51
SCHEDULE C - REVISION HISTORY.....		52

PART 1 - ADMINISTRATION

1 SCOPE AND APPLICATION

- (a) Football NSW (“FNSW”) has granted Football St George (“FSG”) a mandate to be responsible for the organisation, promotion, and regulation of football in the St George region.
- (b) Where these Competition Regulations (the Regulations) are silent on any particular aspect, then all Teams will first have regard to the FSG Constitution, By-Laws, Disciplinary Regulations, and where applicable rules and regulations of FNSW.
- (c) If any part of these Regulations is void that part will be severable and will not affect the enforceability of the remaining sections of these Regulations.
- (d) FSG will interpret and apply all articles of these Regulations and any such interpretation or application will be final and binding on all parties, and not subject to appeal or review.
- (e) These Regulations apply to Participants in the following competitions (the Competitions) unless stated otherwise:
 - (i) Senior Competitions.
 - (ii) Junior Competitions.
 - (iii) MiniRoos Competitions.

2 CONTROL OF COMPETITIONS

- (a) The administrative control and conduct of the Competitions are vested with FSG.

3 ALTERATION

- (a) The FSG Executive will have the power from time to time to make, alter, or rescind the Regulations.

4 DISCIPLINARY SANCTIONS AND PROCEEDINGS

- (a) All Participants, Officials, Clubs, and Teams, or any person participating in any manner in the Competitions will submit exclusively to the jurisdiction of the FSG Disciplinary Regulations.

5 CONSEQUENCES FOR BREACH

- (a) Any breach of these Regulations or failure to comply with any direction therein may result in a fine, or other sanction pursuant to the FSG Disciplinary Regulations.

6 SPECIAL CONSIDERATION

- (a) The FSG Executive will have the power to consider individual circumstances outside the prescribed limits of the Regulations should it be clear those special considerations are in the interests of the game.
- (b) The decision by the FSG Executive to review and consider individual circumstances under this section is not subject to appeal or review.

7 UNFORESEEN CIRCUMSTANCES

- (a) Nothing in the Regulations will prevent the FSG Executive from approving a course of action to meet unforeseeable circumstances not covered by the Regulations.

8 MEMBER PROTECTION

- (a) All Clubs must comply with the Football Australia ("FA") Member Protection Policy and NSW Working with Children Check as amended from time to time.

9 ATTENDANCE AT MEETINGS

- (a) Any Club failing to be represented at a meeting of delegates by at least one (1) delegate (without reasonable excuse) will be sanctioned in accordance with the Demerit Point System.
- (b) The maximum number of delegates permitted to attend Meetings of Delegates is two (2) per Club.

10 NOMINATION FORMS

- (a) Clubs will submit nomination forms to confirm Teams they intend to submit in the MiniRoos Competitions, Junior Competitions, and Senior Competitions.
- (b) For MiniRoos Competitions Clubs must;
 - (i) List a minimum of four (4) Players for each under 5, under 6, and under 7 Team they intend to register.
 - (ii) List a minimum of seven (7) Players for each under 8 and under 9 Team they intend to register.
 - (iii) List a minimum of nine (9) Players for each under 10 and under 11 Team they intend to register.
- (c) For Junior Competitions Clubs must;
 - (i) List a minimum of nine (9) Players for each under 12 Team they intend to register.
 - (ii) List a minimum of eleven (11) Players for each Team they intend to register (other than under 12's).
- (d) For Senior Competitions (other than Premier League)
 - (i) List a minimum of eleven (11) players for each individual Team they intend to register.
 - (ii) List a minimum of twenty-two (22) players for each squad they intend to register.
- (e) Premier League Nominations
 - (i) FSG will call for Team Nominations to the PLM1, PLM2, and PLW annually, in the year preceding the competition being delivered.
 - (ii) Team nominations to PLM1 will be considered with reference to the system of Promotion and Relegation set out in the Regulations.
 - (iii) When considering the PLM2 Team Nominations, the FSG Board will apply the following priorities;
 - a. Priority 1 - Clubs that do not already have a team entered in PLM1.
 - b. Priority 2 - Clubs that were in PLM2 in the previous season (including the team relegated from PLM1).
 - c. Priority 3 – The PLM2 Club Championship position of the Clubs from the previous season (including the PLM2 teams, and the team relegated from PLM1).
 - d. Priority 4 - Disciplinary record of the Clubs from the previous season.

- (f) Nomination forms must be submitted to FSG by the nominated date each year. Nomination forms will not be accepted after the due date.
- (g) It is a Clubs responsibility to ensure that the grading applied for on the Nomination Form is in line with the ability of the players nominated on the form.

11 GRADING OF TEAMS

11.1 GRADING PRIOR TO THE SEASON COMMENCING

- (a) The FSG Executive will review the Team nominations and grade them for consideration by the Grading Committee ("the Preliminary Grading").
- (b) The grading of all Teams will be determined using the following criteria:
 - (i) Teams' previous year's competition placing.
 - (ii) Experience of Team members.
 - (iii) Promotion/ relegation for Teams finishing as Premiers and last in each grade for single Team competitions.
- (c) The Grading Committee will review the Preliminary Grading as soon as practical after team nominations and provide written advice to the FSG Executive regarding the "Recommended Grading" of teams.
- (d) The FSG Executive will consider the "Recommended Grading" and communicate the "Final Grading" to Clubs.
- (e) Clubs may request a re-consideration of their grading to the FSG Executive. Requests for re-consideration must be in writing to the FSG Executive within seventy-two (72) hours immediately following the "Final Grading" being issued. The FSG Executive will consider such requests received and either issue a "Revised Final Grading" or confirm the original "Final Grading".

11.2 RE-GRADING

- (a) After the completion of Round 4 of the Competition, the Grading Committee will meet to consider regrading of Teams in the following Competitions;
 - (i) MiniRoos Competitions.
 - (ii) Junior Competitions.
 - (iii) Senior Competitions other than Premier League.
- (b) After the completion of Round 8 of the Competition, the Grading Committee will meet to consider regrading of Teams in the following Competitions;
 - (i) MiniRoos Competitions.
- (c) The Grading Committee will review the grades as above as soon as practical after the completion of Round 4 and provide written advice to the FSG Executive regarding the grading of Teams.
- (d) Where, after Round 4, a Team(s) has either lost all 4 games or won all 4 games by an average margin of 6 goals or more, then the Team will be considered for regrading. The Grading Committee may use its discretion where Teams do not meet this criteria, if discretion is used the Grading Committee should discuss the matter with the Club prior to recommending movement.

- (e) When a Team is re-graded up or down, it will be placed into equal fifth (5th) position on the league table (for 10 team competitions) equal fourth (4th) position on the league table (for 8 team competitions), or equal third (3rd) position on the league table (for 6 team competitions) of the division into which it is re-graded, that is, with the same number of competition points, wins, losses, draws, goals for and goals against as the Team which was placed fifth, fourth, or third (as relevant) in that Competition prior to the re-grade. The results of their games in the original division are set to a maximum of 3-0 win for wins or a 0-3 defeat for all defeats.

12 PLAYER REGISTRATION FEES

- (a) The player registration fee is comprised of four (4) parts being the FA National Registration Fee, FNSW registration fee, FSG registration fee and Club registration fee.
- (b) The amount and process for the payment of the FA, FNSW, and FSG fees will be communicated to Clubs prior to the opening of the registration system for the football season.

13 MATCH FEES

13.1 AMOUNTS DUE

- (a) FSG will from time to time determine match fees payable by Clubs.
- (b) Match fees will be paid on a Team basis and not as to the number of Players registered.
- (c) In the event of a Team forfeiting a match, match fees, including referee fees, for both Teams will be paid by the Club forfeiting the match.
- (d) Match fees will be paid for all Premiership matches.
- (e) If a Team is withdrawn from the competition after it has commenced, then match fees for that Team's matches (for both the withdrawn Team, and the opposition Team) will be charged to the Team's Club for the full season.

PART 2 – TECHNICAL REGULATIONS

1. MATCHES PLAYED IN ACCORDANCE WITH THE LAWS OF THE GAME

- (a) All Matches will be played in compliance with the Regulations in force at the time and in accordance with FA and FNSW By-Laws, regulations, codes, and directives, and under the FIFA Laws of the Game.

2. DURATION OF MATCHES

- (a) Duration of Matches will be as follows for the respective grades of the Competitions:

Grade	Duration of Match	Half Time
U5, U6 and U7	Two (2) periods of twenty (20) minutes	Five (5) minutes between the whistle ending the first half and the whistle starting the second half for all grades
U8 and U9	Two (2) periods of twenty (20) minutes	
U10, U11 and U12	Two (2) periods of twenty-five (25) minutes	
U13 and U14	Two (2) periods of thirty (30) minutes	
U15 and U16	Two (2) periods of thirty-five (35) minutes	
U17 to U21	Two (2) periods of forty-five (45) minutes	
All Age and Premier League	Two (2) periods of forty-five (45) minutes	
O30 Women	Two (2) periods of twenty-five (25) minutes	
O35 and O45 Men	Two (2) periods of forty-five (45) minutes	

3. ADDED TIME

- (a) There will be no added time played in any Premiership Match.
- (b) Allowance will be made for all time lost through substitution, injuries, and the transfer from the field of injured players, time wasting or other cause for all Championship Matches. The allowance for added time in Championship matches is at the discretion of the Referee.

4. EXTRA TIME

- (a) There will be no extra time played in Premiership Matches in the event of a draw at the conclusion of normal time.

- (b) Should scores be equal at the conclusion of a Championship Match, extra time will be played as follows;

Grade	Duration of Match	Half Time
U12 to U16	Two (2) periods of five (5) minutes	Two (2) minutes between the whistle ending the first half of extra time and the whistle starting the second half of extra time for all grades.
U17 to U21	Two (2) periods of ten (10) minutes	
All Age	Two (2) periods of ten (10) minutes	
O30 Women	Two (2) periods of five (5) minutes	
O35 and O45 Men	Two (2) periods of ten (10) minutes	
Premier League	Two (2) periods of fifteen (15) minutes	

5. DETERMINING THE WINNER BY PENALTY KICK

(a) Junior Competitions (U12 age grades)

- (i) For U12 age grades of Junior competitions, penalty kicks will not be used to determine the winner of Championship matches.
- (ii) If the scores are equal at the end of two (2) periods of extra time, the Team that finished higher on the league table will be determined the winner.

(b) Junior Competitions (U13 to U16 age grades)

- (iii) For U13 to U16 age grades of Junior competitions, penalty kicks will not be used to determine the winner of Semi Finals or Qualifying finals in the Championship stage. If the scores are equal at the end of two (2) periods of extra time, the Team that finished higher on the league table will be determined the winner.
- (iv) For the U13 to U16 age grades of Junior Competitions, if the scores are equal after two (2) periods of extra time in a Grand Final, alternate kicks from the penalty mark will be taken to determine the winner, in accordance with the procedures described in the FIFA Laws of the Game.
- (v) If the taking of kicks from the penalty mark cannot be completed because of weather conditions or for other reasons beyond control and not the direct result of actions by either Team or their officials or spectators, the Team that finished higher on the league table will be determined the winner.
- (vi) If the taking of kicks from the penalty mark cannot be completed through the fault of a Team, it's officials or spectators, the match will be deemed forfeited by that Team.

(c) Senior Competitions and U17 to U18 Junior Competitions

- (i) If the scores of a Championship match are equal after two (2) periods of extra time, alternate kicks from the penalty mark will be taken to determine the winner, in accordance with the procedures described in the FIFA Laws of the Game.
- (ii) If the taking of kicks from the penalty mark cannot be completed because of weather conditions or for other reasons beyond control and not the direct result of actions by either Team or their officials or spectators, the Team that finished higher on the league table will be determined the winner.

- (iii) If the taking of kicks from the penalty mark cannot be completed through the fault of a Team, it's officials or spectators, the match will be deemed forfeited by that Team.

6. TECHNICAL AREA

- (a) All grounds upon which matches are played are to have technical areas.
- (b) The "Technical Area" will be an area two (2) metres either side of the halfway line.
- (c) Dimensions of Technical Area are 4m x 1m (full field) or 3m x 1m (midi fields).
- (d) Up to two (2) registered Team Officials, and one (1) registered physiotherapist or sports trainer, from each team shall be permitted inside the Technical Area for Premier League Men's division 1, Premier Leagues Men division 2, and Premier Women's League matches whilst the game is in progress.
- (e) Only one (1) Team Official from each Team shall be permitted inside the Technical Area for all other age groups and grades on each field whilst the game is in progress.
- (f) All substitute or interchange Players in the technical area must wear a bib that contrasts with the colours worn by Players of both Teams, Match Officials, and the bibs of the opposing Team.
- (g) The Home Team will occupy the left-hand side bench as viewed from the Technical Area toward the Field of Play.

7. FOOTBALLS

- (a) Each competing team is required to supply at least one (1) football for use in any Match they play (excluding Grand Finals).
- (b) FSG will supply footballs for all Grand Final Matches.
- (c) FSG may from time to time stipulate a particular make of football to be used in a particular League or grade.
- (d) Match footballs are to be provided to the Match Officials no later than ten (10) minutes before kick-off.
- (e) The following sizes of footballs are applicable to the different age grades:

Age Group	Football Size
U5 to U9	Size 3
U10 to U13	Size 4
U14 and older	Size 5

8. LEAGUE POSITIONS

- (a) FSG will use the following process when determining the ranking of Teams within each grade of a Competition:
- (1) Leagues where all teams have played the same number of matches
- (i) Greater number of points obtained in all Premiership Matches.
 - (ii) If two (2) or more Teams are equal on the basis of the above criterion, their place will be determined as follows:
 - 1. Greater goal difference resulting from all Premiership Matches.
 - 2. Greater goals scored in all Premiership Matches.
 - 3. Greater number of points obtained in the Premiership Matches between the Teams concerned (head-to-head).
 - 4. Greater number of goals scored in the Premiership Matches between the Teams concerned (head-to-head).
 - 5. The drawing of lots by the FSG Executive.
- (2) Leagues where all teams have NOT played the same number of matches
- (i) Greater number of points obtained in all Premiership Matches on a points per match ratio (i.e., total points divided by number of matches played).
 - (ii) If two (2) or more Teams are equal on the basis of the above criterion, their place will be determined as follows:
 - 1. Greater goal difference resulting from all Premiership Matches.
 - 2. Greater goal scored per match ratio (total goals scored divided by the number of matches played).
 - 3. Greater number of points obtained in the Premiership Matches between the Teams concerned (head-to-head).
 - 4. Greater number of goals scored in the Premiership Matches between the Teams concerned (head-to-head).
 - 5. The drawing of lots by the FSG Executive.

9. PROMOTION AND RELEGATION

- (a) There will be Promotion and Relegation annually between the Premier League Men Division 1 and Premier League Men Division 2 competitions, pursuant to the regulations.
- (b) A weighted Premier League Men Club Championship will be used to determine the teams to be promoted or relegated each year.
- (c) The Premier League Men Club Championship will use the following weighting;
 - (i) All Premiership match points for the First Grade team multiplied by two (2); plus
 - (ii) All Premiership match points for the Reserve Grade team.

- (d) If two (2) or more Clubs are equal on Premier League Men Club Championship Points, the following system will be used to separate them. There is no weighting applied to this system;
 - (i) Goal difference resulting from Premiership Matches in all applicable grades; then
 - (ii) Goals scored from Premiership Matches in all applicable grades; then
 - (iii) Number of points obtained in the Premiership Matches between the teams concerned (head-to-head); then
 - (iv) Number of goals scored in the Premiership Matches between the Teams concerned (head-to-head); then
 - (v) Drawing of lots by the FSG Executive.
- (e) Promotion from PLM2 to PLM1 will be determined considering the following principles;
 - a. Clubs are not permitted more than one (1) squad in PLM1.
 - b. Where a Club that finishes first on the PLM2 Club Championship already has a squad in PLM1, they will not be promoted from PLM2, and the opportunity for promotion will be offered to the Club in second position on the PLM2 Club Championship (unless the Club that wins the PLM2 Club Championship has their PLM1 Squad finish last in the PLM1 Club Championship, in which case the squads replace each other).
 - c. Should article 9. (e) b. be applied, and the Club in second position on the PLM2 Club Championship also have a squad already in PLM1, the Club will not be promoted (unless the Club that finishes second on the PLM2 Club Championship has their PLM1 squad finish last in the PLM1 Club Championship, in which case the squads replace each other).
 - d. Should article 9. (e) c. be applied (except in the case where the squads replace each other), there will be no promotion from PLM2 to PLM1 from that season to the next, and as a consequence, no relegation from PLM1 to PLM2 from that season to the next.
- (f) Relegation from PLM1 to PLM2 will occur when there is promotion from PLM2 to PLM1, with the Club that finishes in last position on the PLM1 Club Championship relegated to PLM2 from that season to the next.

10. COMPETITION POINTS

- (a) Points allocated shall be as follows:
 - (i) Win - 3 points.
 - (ii) Draw - 1 point each Team.
 - (iii) Bye - no points.
 - (iv) Loss - no points.
 - (v) Forfeit - 3 points to the Team receiving the forfeit.

11. COMPETITION SYSTEM

- (a) All Senior and Junior Competitions will consist of two (2) stages;
- (i) Premiership consisting of home and away Matches or any league format as approved by the FSG Executive; and
 - (ii) Championship consisting of knockout Matches in a format approved by the FSG Executive
- (b) MiniRoos Competitions will consist of a Premiership stage only.

12. QUALIFYING TO THE CHAMPIONSHIP SERIES

- (a) For Senior and Junior Competitions, the following format will be used when determining which teams qualify from the Premiership stage to the Championship stage;
- i. The top four (4) teams on the league table at the end of the Premiership stage will qualify to the Semi Finals, where the following match sequence will be applied;

Stage	Match Number	Home Team	Away Team
Minor Semi Final	1 (week 1)	3 rd	4 th
Major Semi Final	2 (week 1)	1 st	2 nd
Qualifying Final	3 (week 2)	Loser match 2	Winner match 1
Grand Final	4 (week 3)	Winner match 2	Winner match 3

- (b) Where the available weeks to complete a season are reduced for any reason, the system to qualify to the finals may be reduced by the FSG Executive as follows;
- i. Where the Championship stage is reduced to two (2) weeks the top four (4) teams on the league table at the end of the Premiership stage will qualify to the Semi Finals, where the following match sequence will be applied;

Stage	Match Number	Home Team	Away Team
Semi Final	1 (week 1)	1 st	4 th
Semi Final	2 (week 1)	2 nd	3 rd
Grand Final	3 (week 2)	Winner match 1	Winner match 2

- ii. Where the Championship stage is reduced to one (1) week the top two (2) teams on the league table at the end of the Premiership stage will qualify to the Grand Final, where the following match sequence will be applied;

Stage	Match Number	Home Team	Away Team
Grand Final	1 (week 1)	1 st	2 nd

13. RETURN SUBSTITUTION (INTERCHANGE)

a) The following number of substitutes are available in each match format;

Format	Age Grades	Available substitutes
4 v 4	U5, U6, and U7	4
7 v 7	U8 and U9	4
9 v 9	U10 to U12	5
11 v 11	U13 and above	5

b) Names of interchange players must be included on the digital match sheet prior to the commencement of the game. Failure to comply with this procedure deems the player or players' ineligible.

c) 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;
 1. the player leaving the field shall do so from the sideline, crossing over at the sector called the interchange zone; or via the nearest point of the boundary line as directed by the referee; and
 2. 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; and
 3. the player nominated for interchange shall be subject to the authority and jurisdiction of the referee whether called upon to play or not; and
 4. 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 will 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 without permission, the referee may caution the offending player/s.
- vi. At the completion of extra time (where extra time is applicable) the interchanging of players will cease.
- vii. If after the conclusion of extra time penalty kicks are required to determine the winner of the match, only the players on the field when extra time concludes are eligible to participate in the taking of penalty kicks. The only exception to this rule is the goalkeeper, who may be substituted if they are unable to continue during the taking of penalties. For clarity, once replaced by an eligible substitute, the goalkeeper cannot return to participate in the taking of penalties.

14. TEAMS REMOVED OR WITHDRAWN FROM COMPETITIONS

- a) In the event of any Team withdrawing or being removed from a Competition (Ex-Team), the following procedure will apply;
 - i. Removal or withdrawal after 31 January and before the Competition has started: the withdrawn team will be replaced with a bye.
 - ii. Removal or withdrawal before the first half of the Premiership Matches have been completed: all matches of the Ex-Team (those played and those scheduled to be played) will be deemed a 0-3 forfeit against the Ex-Team.
 - iii. Removal or withdrawal after all of the first half of the Premiership Matches have been completed: the results of matches in the first half of the Premiership involving the Ex-Team will stand. All matches in the second half of the Premiership will be deemed a 0-3 forfeit against the Ex-Team.

15. GROUND OFFICIALS

- (a) At all matches (other than Premier League Matches), there shall be a minimum of two (2) Ground Officials (one (1) Ground Official from each Team).
- (b) At Premier League Matches, there shall be a minimum of four (4) Ground Officials (two (2) Ground Officials from each Team).
- (c) All Ground Officials are to wear clothing that easily identifies them as a Ground Officials. (i.e., brightly coloured bibs).
- (d) The Ground Officials shall remain in proximity of the game once it has commenced.
- (e) Clubs must ensure that individuals acting as Ground Officials have read and understood the document Ground Officials - Roles and Responsibilities prior to taking up this role.
- (f) Should any incidents arise out of a match that is for consideration by FSG, each Ground Official shall complete a written report into such incidents for FSG.
- (g) All Ground Officials shall have attained the age of eighteen (18) years of age.

16. LIQUIDS DURING PLAY

- (a) Liquids may only be drunk during stoppages in play.
- (b) Drinks must be contained in plastic bottles and handed to the Players on the touch lines.
- (c) It is forbidden to throw bottles or other receptacles on to the Field of Play.
- (d) The goalkeeper may keep a plastic bottle in the corner of their goal.
- (e) Plastic bottles may be placed around the pitch at least one (1) metre away from the touch lines and goal lines, but only as long as they do not obstruct the Match Officials in the course of their duty.

17. MATCH SCHEDULE AND KICK-OFF TIMES

(a) Authority

- i. Matches will be played on grounds and at times stipulated by FSG.
- ii. Matches will commence at the stipulated time; however, a team is permitted five (5) minutes grace beyond the scheduled starting time where the team has an insufficient number of players with which to commence the Match.
- iii. Where a Match starts late, 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.
- iv. Any team failing to take the field by the stipulated time (plus five (5) minutes grace) or failing to have sufficient players available or failing to complete the digital match sheet on time will be deemed to have forfeited the match and will be liable for all Referee Match Payments, FSG Match Fees, fines, and sanctions per FSG Rules and Regulations and the Demerit Points System.
- v. Where in any Squad competition, a team is forced to forfeit a game due to the number of players becoming less than seven (7) then the result for both grades will be a loss on forfeit.
- vi. FSG, in setting down kick-off times, may start Matches at 8:30 am for any daytime Match which may include Saturday, Sunday or any Public Holiday.
- vii. FSG may also schedule midweek evening Matches to accommodate Premiership Matches, Championship Matches, Rescheduled Matches, or Cup Matches.

(b) Wet Weather Rounds:

- i. FSG will nominate, if possible, two dedicated wet weather rounds to be used when a complete round is washed out.
- ii. A round shall be deemed a washed-out when 75% of available fields are closed.
- iii. Where a round is partially washed out, the un-played Matches will be scheduled to be played during the following two weeks. Games not played in the designated time period without Association approval shall be deemed cancelled and the points withheld from both teams.
- iv. Round 18 partial washouts will be replayed as soon as practical.
- v. Round 16 to 18 full washouts will not be replayed, and the round will be cancelled.

(c) Public Holidays – Anzac Day – Easter:

- i. Competition Matches will not be played on Anzac Day, Good Friday, Easter Saturday, and Easter Sunday. The FSG Executive may schedule Matches on Easter Monday and other public holidays for senior squads only as and when required.

(d) Over-age Competitions

- i. Over-age Competitions (i.e., Over 30, Over 35 and Over 45) will not have Matches scheduled on consecutive days (i.e., double headers on a Saturday and Sunday).

18. RESCHEDULING OF MATCHES

(a) Rescheduling by FSG

- i. The FSG Executive may reschedule Matches should fields become unplayable for any reason, or access is removed by the venue owner.
- ii. The FSG Executive may reschedule deferred, abandoned, or postponed matches. In rescheduling matches, the FSG Executive will apply the following principles;
 - a. Engaging with the affected Clubs to reach an agreement on the rescheduled match date, time, and location (within a week of the match being deferred, abandoned, or postponed and with the match to be played within three (3) weeks of the original date)
 - b. Where the affected Clubs are unable to reach an agreement within one (1) week of the match being deferred, abandoned, or postponed the FSG Executive will schedule the match at their discretion.
 - c. Where the match is deferred, abandoned, or postponed within three (3) weeks of the last match of the Premiership, or it is a Championship match, the FSG Executive will reschedule the match at their discretion.

(b) Club Requested Changes to the Match Schedule

- i. Changes to the official Match schedule for all Leagues will only be considered in exceptional circumstances.
- ii. Any application for a change of Match must be submitted to FSG using the Match Alteration Request Form.
- iii. Match alteration requests must be submitted at least seven (7) days ahead of the scheduled Match and the proposed new date for the Match must be within fourteen (14) days of the originally scheduled Match.
- iv. Match alteration requests cannot be made within fourteen (14) days of the last Match of the Premiership.
- v. Match alteration requests cannot be submitted for Cup or Championship Matches.
- vi. Match alteration requests will be considered by the FSG Executive, and only approved if in the FSG Executives absolute discretion that an exceptional circumstance exists.

19. WET OR INCLEMENT WEATHER

FSG may cancel or reschedule matches. In the event of a ground being adversely affected by weather.

If a Match has not been cancelled or reschedule by FSG, the referee retains the authority to determine at the venue if the Ground is safe to play on.

- (a) Clubs acting of their own volition seeking to withdraw fields shall firstly inform the FSG Executive of their intent by 7.00 am of game day for confirmation and to allow opposing Teams to be notified of changes through their respective Clubs.
- (b) Should any or all fields be withdrawn by decision of FSG, notification regarding cancellation will be the responsibility of FSG.

20. POSTPONED MATCHES

- (a) Postponed Matches are matches that have been scheduled by FSG, but for reasons other than those set out for Abandonment, have been unable to commence or have been stopped before their conclusion (i.e., due to deterioration of the pitch, pooling water on the field of play).
- (b) Matches may only be postponed by the Referee or the FSG Executive.
- (c) Postponed Matches will be rescheduled by the FSG Executive in line with the FSG rules and Regulations and considering that constraints of the match schedule that could require that the game is played on different day or night or ground.
- (d) If a Premiership Match is postponed and 75% or more of normal time has been played, the score at the time of the postponement will stand.
- (e) In the event of a Premiership Match being played for less than 75% of the normal time and play is postponed due to serious injury, poor weather, failed lighting, state of the pitch or any other reason as determined by the Referee, and the FSG Executive has approved the rescheduled match, it will recommence at the minute at which play was interrupted rather than being replayed in full.
- (f) The following principles will apply to the recommencement of postponed Matches:
 - (i) The Match will recommence with the same players and substitutes available as when the Match was initially postponed unless a player has received a suspension or incurred an injury in Matches conducted between the postponed Match and the rescheduling of that Match.
 - (ii) Should a player have received a suspension or incurred an injury, in a match conducted between the postponed Match and the rescheduling of that match, that player:
 - (a) Will not be eligible to participate in the rescheduled Match
 - (b) Will not be able to count the Match as a stand down in relation to any Match Suspension
 - (c) The club is permitted to replace the player on the digital match sheet with an eligible Player.
 - (iii) Normal interchange conditions will still apply.
 - (iv) Player/s sent off during the Match before it was postponed cannot play in the rescheduled match, and the team must play recommence the match with the relevant reduced number of player/s.

21. ABANDONED MATCHES

- (a) The referee may abandon a match under following circumstances: -
 - (i) A violent incident occurs on the field of play involving multiple participants.
 - (ii) One or more persons invade the pitch and engage in or promote violent, offensive, intimidating, or threatening conduct, or interfere with the delivery of the match under the referee's control. A person entering the field of play without the referee's permission shall be considered a "pitch invasion".
 - (iii) A match official feels threatened, intimidated, unsafe, or is physically assaulted.
 - (iv) One or both teams refuse to play the match, leave the field, or refuse to re-enter the field after a break in play.
 - (v) A Team has fielded a Player that is not on the digital match sheet.

- (b) Where a Match is abandoned after the referee has blown their whistle to commence the Match, reasons for abandonment shall be forwarded to the Association by:
 - (i) The match officials by completing the Incident Report Form.
 - (ii) Both Club by completing the Incident Report Form.
 - (iii) All reports must be submitted to FSG within forty-eight (48) hours of the Match.
- (c) The FSG Executive may charge any Club and Participant involved in the abandonment of a Match with any relevant breaches of the FSG Rules and Regulations, including Misconduct.
- (d) The FSG Executive may issue sanctions or refer the matter to the Disciplinary Committee.
- (e) Should a Club, Club Official, Team, Team Official, a Club's Participants including Spectators be found to have caused the abandonment of the Match, the Match will be forfeited by that Club's Team to the opposition, and the Team will additionally forfeit its next scheduled Match.
- (f) Should it be determined that the abandonment was the result of the actions of both Clubs, Club Officials, Teams, Team Officials, a Club's Participants including Spectators, the Match will not be replayed, no points will be awarded for the match, and both Teams will additionally forfeit their next scheduled Match.
- (g) In the event of a Match being abandoned and the FSG Executive determining that the abandonment was not the fault of either competing Team, the replay or otherwise shall be at the discretion of the FSG Executive.

22. FORFEITED MATCHES

- (a) A team failing to play the Match arranged will forfeit the match, and will incur a sanction in accordance with the Demerit Point system unless at least thirty-six (36) hours' notice of the forfeit has been provided to the FSG Executive.
- (b) Teams will be deemed to have forfeited a Match when:
 - (i) They fail to fulfil an engagement to play a Match on the appointed date, time, or Ground; or
 - (ii) They refuse or fail to begin a Match within five (5) minutes of the stipulated kick-off time; or
 - (iii) For 11-a-side football, they field less than seven (7) of their registered Players at the start of any Match; or at any point during the Match.; or
 - (iv) An ineligible Player as defined in the Regulations participates in the Match; or
 - (v) Any other scenario within the Regulations or other FSG Rules and Regulations that stipulates a forfeit of the Match occurs.
- (c) In the event of any Team forfeiting its Match, the following procedure will take effect;
 - (i) Full points allocated for the Match will be forfeited to the opponent Team and the goals recorded according to 3 goals scored by the Team receiving the points and 0 by the Team that has infringed the regulation, unless the goal difference for the Team receiving the forfeit is greater than 3, in which case they will receive the number of goals for scored in the Match, with the forfeiting Team receiving nil
 - (ii) Offending Clubs will pay all appropriate Match Officials fees, whether or not the Match Officials were in attendance.
 - (iii) Any Team that forfeits three (3) Matches during a Season without satisfactory reason (to be determined by the FSG Executive) will be automatically withdrawn from the Competition.

- (iv) Should a team forfeit its last Premiership Match prior to the Championship stage, that Team will be ineligible to play in the Championship stage.
- (v) In Premier League Men Division 1 and Division 2 Competitions, if a Club forfeits either a 1st or Reserve Grade Match, they automatically also forfeit their other 1st or Reserve Grade Match scheduled for that round.

23. DEFERRED MATCHES

- (a) A Club may seek to have a Match deferred under the following circumstances;
 - (i) a team playing in the Quarter Finals or above of State competitions who has an FSG Competition match scheduled the same weekend as the State competition Match; or
 - (ii) a team being required to travel to the country for State competitions who has an FSG Competition Match scheduled the same weekend as the State competition Match; or
 - (iii) a team who has a State competition match scheduled on the same day as their FSG Competition Match.
- (b) Matches will only be deferred at the discretion of the FSG Executive. Requests supported by a valid reason must be forwarded to the FSG Executive seven (7) days prior to the date of requested deferment.

24. TRIAL MATCHES

- (a) All trial, exhibition, friendly, knock out and round robin Matches organised by a Club must be notified to the FSG Executive in writing seven (7) days prior to the event or the event will not be sanctioned.
- (b) Clubs will not arrange Trial Matches without first submitting the prescribed form to FSG at least seven (7) days prior to the requested Trial Match date.
- (c) The Match then can only be conducted upon receipt of written approval from FSG.
- (d) Appearance of suspended Players in Trial Matches is in accordance with the FSG Disciplinary Regulations.

25. PROTESTS

- (a) Protests must be submitted to the FSG Executive no later than two (2) days after the Match was played.
- (b) Protests will only be considered by the FSG Executive for obvious breaches/errors of the Laws of the Game that clearly had a material effect on the outcome of the Match.
- (c) No protests as to the result of a Match will be considered by the FSG Executive in relation to disciplinary decisions of the Match Officials.
- (d) Protests must be accompanied by a \$200 administration fee in order to be considered. The administration fee must be lodged together with the written protest. A refund may apply at the discretion of the FSG Executive if a protest is upheld.

26. SPECIAL RULES - MINIROOS

(a) Competition Format

- (i) MiniRoos is non-competitive with no scores published, no points awarded, and no Championship stage conducted.
- (ii) The playing rules for the U5, U6, U7, U8, U9, U10, and U11 Matches will be as stated in the MiniRoos Guidelines as published by FA from time to time.
- (iii) Clubs will assess all Players and Teams registering to play MiniRoos and nominate to beginner, intermediate, or advanced Competitions.
- (iv) The FSG Executive will use these classifications as a guide to group like teams together when preparing the match schedule.

27. SPECIAL RULES – JUNIOR COMPETITIONS

(a) Match Formats U12

- (i) The U12 Competitions will be played on a half field, with 5m v 2m goals, in a nine (9) player v nine (9) player format.
- (ii) General rules for play are as per the MiniRoos guidelines as distributed by FA from time to time.
- (iii) All other Laws of the Game, and relevant aspects of these Regulations apply.

28. SPECIAL RULES – OVER 35 COMPETITIONS

(a) Registration of Players

- (i) A player is eligible to register for Over 35 Competitions if they have turned 35 years of age on or prior to 30 June of that season.

(b) Footwear

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

29. SPECIAL RULES – OVER 45 MEN COMPETITION

(a) Registration of Players

- (i) A player is classed as eligible to register for Over 45 if they have turned 45 years of age on or before 30 June of that season.

(b) Footwear

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

(c) Sliding Tackles

- (i) Sliding tackles are not permitted in Over 45 Matches. For an infringement of this rule, the Referee will award an indirect free kick. For repeated infringements of this rule, a Player may be cautioned by the Referee.

30. SPECIAL RULES – OVER 30 WOMEN COMPETITION

(a) Footwear

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

(b) Sliding Tackles

- (i) Sliding tackles are not permitted in Over 30 games. For an infringement of this rule, the Referee will award an indirect free kick. For repeated infringements of this rule, a Player may be cautioned by the Referee.

(c) Competition Format

- (i) The O30 Women's Competition will be played on a half field, with 5m v 2m goals, in a nine (9) player v nine (9) player format.
- (ii) In the Championship stage, if penalties are required to determine a winner, it will be the best of three (3) penalties taken from a mark eight (8) metres from the goal line.
- (iii) All other Laws of the Game, and relevant aspects of these Regulations apply.

31. SPECIAL RULES – MEN'S PREMIER LEAGUE COMPETITIONS

(a) Number of teams

- (i) A maximum of ten (10) squad Teams will be admitted to each of the division 1 and division 2 Competitions.
- (ii) Each squad is to comprise a 1st Grade and Reserve Grade Team.

PART 3 – ELIGIBILITY AND REGISTRATION

1. AGE ELIGIBILITY

- (a) The following table details the birth dates applicable to the age grades of the Competitions. Players must be within these ranges in order to be eligible for registration:

Grade	Birth Date
Over 45	A player is eligible to register for Over 45 if they have turned 45 years of age on or before 30 June 2024
Over 35	A player is eligible to register for Over 35 if they have turned 35 years of age on or before 30 June 2024
Over 30	A player is eligible to register for Over 30 if they have turned 30 years of age on or before 30 June 2024
Under 21	For players born on or after 1 January 2003
Under 18	For players born on or after 1 January 2006
Under 17	For players born on or after 1 January 2007
Under 16	For players born on or after 1 January 2008
Under 15	For players born on or after 1 January 2009
Under 14	For players born on or after 1 January 2010
Under 13	For players born on or after 1 January 2011
Under 12	For players born on or after 1 January 2012
Under 11	For players born on or after 1 January 2013
Under 10	For players born on or after 1 January 2014
Under 9	For players born on or after 1 January 2015
Under 8	For players born on or after 1 January 2016
Under 7	For players born on or after 1 January 2017
Under 6	For players born on or after 1 January 2018
Under 5	For players born between 1 January 2019 and 31 December 2019

- (b) A Participant who registers themselves or another Person(s) in the incorrect age grade is deemed to have committed Misconduct and may be charged and sanctioned pursuant to the FSG Disciplinary Regulations.
- (c) For the avoidance of doubt, a Club may be held vicariously liable for an offence committed under paragraph (b) above by one of its Officials or Players and may be charged and sanctioned pursuant to the FSG Disciplinary Regulations.
- (d) A player may not register in an age grade more than two (2) years above their age, up to and including Under 18 competitions.

- (e) If a player wishes to seek exemption to play in an age grade more than two (2) years above their age, they will need to:
 - (i) complete the FSG playing above age consent form; and
 - (ii) be assessed by the FSG Technical Director for approval.
- (f) A player may not register in an age grade lower than their actual age. Dispensation will not be granted except for actual medical circumstances. The Club will need to provide the below to be sent on to FNSW for consideration.
 - (i) Complete the FNSW Request to Play Down in Age Application Form
 - (ii) A letter of request from the parent/s or legal guardian; and
 - (iii) a letter of support for the request from the Club; and
 - (iv) any medical certificates, reports, or statements from a medical practitioner.

2. BIOLOGICAL MATURATION TESTING AND RELATIVE AGE EFFECT

- (a) Relative Age Effect and Biological Maturation Testing are not used to determine eligibility to FSG competitions.
- (b) For clarity, any advice provided by FNSW regarding Relative Age Effect or Biological Maturation Testing is applicable only to the competitions directly administered by FNSW and is not applicable to FSG Competitions.

3. ELIGIBLE PLAYERS

- (a) Eligible Players:
 - (i) An eligible Player is a Player who meets all registration requirements within the Regulations and is not ineligible according to any article of the Regulations.
- (b) Ineligible Players: Ineligible Players include:
 - (i) Players not registered to the team they take the field for.
 - (ii) Players registered for two (2) teams (other than as permitted for GSAP).
 - (iii) Players not listed on the digital match sheet.
 - (iv) Suspended Players.
 - (v) A Player who is required to stand down for receiving the specified number of cautions.
 - (vi) A Player who has been expelled from a Match on the day/s prior to a Match but whose expulsion has not yet been reviewed by the FSG Executive or Disciplinary Committee.
 - (vii) A Player that has been expelled from a Match as a Player earlier on the same day.
 - (viii) A Player in Junior or Senior Competitions that is borrowed more than six (6) time per these Regulations.
 - (ix) A Player who is deemed ineligible due to any article of these Regulations or pursuant to the FSG Disciplinary Regulations.
- (c) A Team will automatically lose a Match on forfeit and be sanctioned in accordance with Demerit Points System if an ineligible Player participates for that Team in a Match.

- (d) Additionally, the Club, Team Officials and /or Player may be further sanctioned in accordance with the FSG Disciplinary Regulations.
- (e) For clarity, it is a Club's absolute responsibility to ensure that it fields eligible Players in any Match.

4. PLAYER STATUS

- (a) Players who are registered Participants in FSG Competitions are Amateur.
- (b) Professional Players cannot be registered to FSG Competitions.
- (c) Clubs are required to record the status of each Player on the National Registration System by having the Player self-register as an Amateur.
- (d) A Player previously registered as a Professional Player outside of FSG who is seeking to register as an Amateur in FSG Competitions cannot register as an Amateur Player until at least thirty (30) days after their last Match as a Professional Player.

5. PROCESS FOR THE REGISTRATION OF PLAYERS

- (a) Registration on the National Registration system
 - (i) All Players must be registered via the National Registration System. The registration of an Amateur Player with a Club is effective from the date the individual is made active by the Club and allocated to the respective Team within the National Registration System.
 - (ii) The registration must be completed by the Player self-registering via the National Registration System and the Club accepting the Player's registration.
 - (iii) A Player is not eligible to play a Premiership or Championship Match unless they are registered per these Regulations.
- (b) Proof of Identity
 - (i) Clubs entering teams in FSG Competitions will be required to produce on demand to the FSG Executive, satisfactory proof of age and/or proof of identity of each Player registered.
 - (ii) Clubs are required to maintain electronic and/ or hardcopy records of all Player, Club Official and Team Official registration details and supporting documentation including application forms, proof of identity, proof of age, codes of behaviour, and declarations made under the Child Protection Act. FSG reserves the right to audit Club Registration Records during the season and issue sanctions for inadequate or falsified records.
 - (iii) If a Player is registering with any Club for the first time or is registering to an over age Competition for the first time (i.e., O30, O35, O45) that Player must provide the Club with evidence of name and age, by producing an original birth certificate, passport, drivers licence, or similar form of identification. It is the Club's responsibility to ensure this process is adhered to, including that the Player is eligible to play in the age grade to which they have been registered.
- (c) Second Registration and Re-grading
 - (i) A Player can only be registered for one (1) Club at a time.
 - (ii) Per the FA rules and regulations, a Player cannot play for more than two (2) clubs in a season.
 - (iii) A player registered in one Club may register to another Club only after de-registering on the National Registration System and that de-registration having been accepted by the Player's original Club.
 - (iv) De-registration should not be unreasonable with-held.

- (v) After 30 June in any season Players are not able to be re-graded or register to a new team.
- (vi) De-registrations received after 30 April in any season will be invoiced the full FA and FNSW registration fees
- (vii) De-registrations received after 30 June in any season will be invoiced at the full FSG registration fee.
- (viii) A Club wishing to re-grade a player shall apply in writing to the FSG Executive and the reason for the request shall be nominated therein.

6. PROCESS FOR THE DEREGISTRATION OF PLAYERS

- (a) A Player may deregister by applying to deregister via the National Registration System, which will notify the Club and FSG of the Player's intention to deregister.
- (b) If a Club no longer wants an Amateur Player to play for the Club, that Club must apply to deregister that Player via the National Registration System, which will notify the Player and FSG of the Club's intention to deregister the Player.
- (c) The deregistration is effective from the earlier of the following:
 - (i) When the other party (i.e., Club or Player, as the case may be) has confirmed the notification or cancellation; or
 - (ii) Seven (7) days from the date the Player requested the deregistration via the National Registration System unless a grievance has been initiated with the FSG Executive.
- (d) Any disputes relating to Player deregistration will be settled by the FSG Executive and in accordance with the FA rules and regulations.

7. PROCESS FOR REGISTRATION OF TEAM OFFICIALS

- (a) Clubs are required to submit registrations for all Club Officials and Team Officials.
- (b) The registration can be completed by the Club Official or Team Official self-registering via the National Registration System and the Club accepting the Club Official or Team Official's registration and meeting the Working with Children and Child Protection requirements as communicated by FSG and FNSW from time to time.

8. SUBMISSION OF REGISTRATIONS

- (a) Registrations within the Registration Period
 - (i) All registrations must be submitted via the National Registration System, with allocation to the respective Team, and a passport style photo (head and shoulders ONLY) is to be uploaded into the Player, Team Official, or Club Official profile within the communicated registration period.
 - (ii) The registration period for all Players, Club Officials, and Team Officials opens on 3 January 2024.
 - (iii) In order to be eligible for the opening match of the Season, registrations must be complete and approved by the club by seven (7) days prior to the opening match of the season in the Competition the players is registered in.
 - (iv) The registration period for all Players, Club Officials, and Team Officials closes on 30 June 2024.

(v) All registrations received once the season has commenced up until 30 June 2024 must be received by FSG by no later than 5:00 pm on a Wednesday in order to be approved for participation in matches from the following Friday.

(c) Registrations Outside Registration Period

(i) FSG may approve the registration of a Player outside of the registration periods if that Player is a goalkeeper and FSG has been satisfied that the Club has justifiable reason for the request and has provided appropriate evidence

9. INTERNATIONAL TRANSFER CERTIFICATE (ITC)

(a) This section applies to all Players whose last registration (current or otherwise) was either;

(i) Held with an overseas Club, this is inclusive of players who are permanent residents or citizens of Australia.

(ii) A child aged between 10 and 18, who is a foreign national, who is seeking to register with an Australian club and this registration will be their first registration anywhere in the world;

(iii) A child aged between 10 and 18, who is an Australian or a foreign national, who is seeking to register with an Australian club and their previous registration was with an overseas club.

(b) If a Player was previously registered with an international club, FSG, FNSW, & FA must request an ITC from the national association of that international club.

(c) FSG cannot make a Player active in the National Registration System until the ITC is received.

(d) All ITC and TMS requests must only be submitted once a player has finished their playing commitments overseas.

(e) To be eligible to participate in Competition Matches all requests must be lodged and ITC received by FNSW and FSG.

(f) The Players must also be registered in the National Registration System with their status at "Pending ITC" and allocated into their correct Team per these Regulations.

(g) It is the Club's responsibility to ensure that the relevant documentation required to obtain an ITC for a minor has been correctly submitted and until such time as an ITC has been received the Player must not participate in any Match.

10. MAXIMUM PLAYER ROSTERS

(a) Following are the maximum permissible Players for each League and grade.

(b) Failure to comply will result in a fine in accordance with Schedule B of these Regulations, and any further sanction pursuant to the FSG rules and Regulations.

League	Grade	Maximum Registered Player per Team
MiniRoos	U5, U6, and U7	8 Players
	U8 and U9	11 Players
	U10 and U11	14 Players
Juniors	U12	No maximum
	U13 to U18	No maximum

League	Grade	Maximum Registered Player per Team
Seniors	U21	No maximum
	All Age	No maximum
	Premier League Men (inclusive of 1 st and Reserve Grade Teams)	40 players
	Premier League Women	20 players
	Over Age (O30 Women)	No maximum
	Over Age (O35 and O45)	No maximum

11. PLAYER BORROWING RULES

- (a) A limit of five (5) players shall be allowed to be borrowed by a Team in any one FSG Competition Match.
- (b) A Player in Junior or Senior Competitions may be borrowed on no more than six (6) occasions to play Matches for their Club in a higher age grade or division as defined in these Regulations. A Player borrowed on more than six (6) occasions is deemed an ineligible player.
- (c) If a Player is borrowed to play six (6) games out of their original team for any team other than the Team they are registered in, the Player will automatically be re-graded into the Team they were borrowed into the most and cannot then be borrowed or re-graded from that Team for the remainder of the Season.
- (d) If a player has been borrowed six (6) times, and those six (6) times have been shared equally by two (2) or more teams, then the player is regraded to the “highest” ranked team considering first the age grade then the division. For clarity in Senior Competitions Premier League is consider the highest age grade, followed by All Age, then the over age competitions.
- (e) When submitting the digital match sheet prior to the game commencing, Team Officials must include any borrowed Players not registered in that team by selecting the Player from the add player function.
- (f) Where two (2) or more Teams of the same Club play in the same division, no borrowing of Players between those teams is permitted.
- (g) MiniRoos Competitions
 - (i) There is no limit to the number of times a MiniRoos Player can be borrowed by other eligible MiniRoos Teams within their Club, per the *Playing Above Age Grade* rules.
 - (ii) Maximum Borrowing rules apply where a MiniRoos Player is borrowed to an eligible Junior Competition Team at their Club, per the *Playing Above Age Grade* rules.
 - (iii) There is no limitation on the borrowing of players based on their grading (i.e., whether they are registered to advanced, intermediate, or beginner divisions).

Playing Above Age Grade

- (iv) MiniRoos Players can only be borrowed to other MiniRoos Teams in their Club per the Football NSW borrowing rules. For clarity, this is based on the age of the player and the age grade they are being borrowed to, e.g.;

A player in a U6 team that is 5-years-of-age can only be borrowed into a U7 team.

A player in a U6 team that is 6 years of age can be borrowed into a U7 and U8 team.

- (v) MiniRoos Players can only be borrowed to Junior Competition Teams in their Club per the Football NSW borrowing rules. For clarity, this is based on the age of the player and the age grade they are being borrowed to, e.g.;

A player in a U11 team that is 10-years-of-age can only be borrowed into a U12 team.

A player in a U11 team that is 11 years of age can be borrowed into a U12 and U13 team.

(h) Junior Competitions

- (i) Pursuant to the Playing Above Age Grade rules, Junior Players may be borrowed to play for a Team of their Club other than the Team for which they are registered only in the following circumstances:

1. In the same age group – any higher division e.g.

Player registered in 12B division may play in 12A division team;

Player registered in 12D division may play in 12A, 12B or 12C division teams.

2. In the next higher age group – in the same or higher division e.g.;

Player registered in 12A division may play 13A division;

Player registered in 12B division may play 13A and 13B division teams;

Player registered in 12C division may play 13A, 13B and 13C division teams;

3. Two age groups higher – in the same or next lower division e.g.;

Player registered in 12A division may play 14A and 14B division teams;

Player registered in 12B division may play 14 A, 14B and 14 C division teams;

Player registered in 12C division may play 14 A, 14B, 14C and 14D division teams.

Playing Above Age Grade

- (ii) Junior Competition Players can only be borrowed to other Junior Competition Teams in their Club per the Football NSW borrowing rules. For clarity, this is based on the age of the player and the age grade they are being borrowed to, e.g.;

A player in a U13 team that is 12-years-of-age can only be borrowed into a U14 team.

A player in a U13 team that is 13 years of age can be borrowed into a U14 and U15 team.

- (iii) Once a Player turns 16 years of age, they are able to play up into Senior Competitions.

- (i) Premier League Men's Players are eligible to move without restriction in Premiership Matches between 1st and Reserve Grade within the same Club and Division.
- (ii) Senior Players may be borrowed to play for a Team of their Club in a higher Division other than the Team for which they are registered e.g.:
 - a Premier League 1 Player may only play in Premier League 1;
 - a Premier League 2 Player may only play in Premier League 2 or 1;
 - a Division A player may only play Division A or Premier League 2 or 1;
 - a Division B player may play Division B, or A or Premier League 2 or 1;
 - a Division C player may play Division C, B, or A or Premier League 2 or 1;
 - a Division D player may play Division D, C, B, or A or Premier League 2 or 1;
 - a Division E player may play Division E, D, C, B, or A or Premier League 2 or 1;
 - a Division F player may play Division F, E, D, C, B or A or Premier League 2 or 1;
 - a Division G player may play Division G, F, E, D, C, B or A or Premier League 2 or 1;
 - a Division H player may play Division H, G, F, E, D, C, B or A or Premier League 2 or 1;
 - a Division I player may play Division I, H, G, F, E, D, C, B or A or Premier League 2 or 1.
- (i) For Over Age Men's Competitions:
 - (i) An O/35 player may be borrowed to play in any All Age or Premier League Competition.
 - (ii) An O/45 player may be borrowed to play in any grade of O/35, All Age, or Premier League Competition.
 - (iii) Any player age eligible for the Over 45 Competition that is registered in the Over O35 Competition, may be borrowed to play in the O45 competition.
- (j) For Over Age Women's Competitions:
 - (i) An O/30 player may be borrowed to play in any All Age or Premier League Competition.
 - (ii) Any player age eligible for the Over 30 Competition that is registered in All Age Competitions, may be borrowed to play in the O30 competition.
 - (iii) Premier League Players are not eligible to be borrowed into the O30 Women's Competition.

12. TEAM OFFICIAL BORROWING

- (a) Registered Team officials can be borrowed between teams of the same club.
- (b) Team officials must appear on the digital match sheet to be permitted in the technical area.

13. 51% RULE

- (a) All Teams must have the majority (i.e., > 51%) of their players resident within the FSG boundaries.
- (b) Players living outside the FSG boundaries with five (5) years or greater service playing for an FSG Club are exempt from this rule.
- (c) Noncompliance with 51% rule renders the Team ineligible for registration.
- (d) If after Teams have been admitted into Competitions a Team is found to have breached the 51% rule, all matches in which the total registered number of players do not comply with the 51% rule will be forfeited against that Team.

14. ELIGIBILITY TO PLAY IN THE CHAMPIONSHIP STAGE

(a) Championship Stage Other than Premier League Men

- (i) Players must have played in three (3) Premiership Matches in the Season with the Team they are playing for to be eligible to play in a Championship stage Match for that Team. Byes and/or matches lost on forfeit or washed out, do not count for the purpose of determining three (3) Premiership Matches.
- (ii) A Player whose name appears on the Team Sheet is considered to have played in the Match.

(b) Premier League Men Competitions

- (i) To be eligible for the 1st grade Championship stage, players must have played a minimum of three (3) matches in total in either the First or Reserve grade team.
- (ii) To be eligible for the Reserve grade Championship stage, players must have played three (3) Premiership matches in Reserve grade.
- (iii) A Player whose name appears on the Team Sheet is considered to have played in the Match.
- (iv) Goalkeepers are eligible to play the Championships Series of their Club's 1st and Reserve Grade Teams regardless of the number of matches they have played in either grade.

15. PLAYER VERIFICATION

(a) Pre-Match

- (i) Players in Junior and Senior Competitions are to gather at the half-way line prior to each Match for the purpose of providing an opportunity for verifying Player identification.
- (ii) Player identification on the digital match sheet is to be made available to the opposing Team Manager for perusal prior to the commencement of the Match.
- (iii) Players for any Team that are not included on the digital team sheet are not permitted to take the Field of Play.
- (iv) Should a Team Official suspect the opposition of replacing any Player between the initial identification check and the commencement of either the first or second half, the following procedure must be followed:
 1. The Manager of the Team suspecting a breach informs the Manager of the opposing Team that they wish to check the identity of the specific Player/s.
 2. The Managers of both Teams, along with the Referee check the identity of the Player/s in question against the Player identification and the digital team sheet, on the Field of Play before the Player/s leaves the Field of Play at either the half time interval or conclusion of the Match.
 3. If it is determined that the Team has fielded an ineligible Player, the Referee is to abandon the match.
 4. Where a Match is abandoned, the Referee and both Clubs are required to submit reports to the FSG Executive.

- (v) A Team Manager can decide they do not want to verify the opposing Teams players. In such a situation, the Team Official is unable to further question the eligibility of the opposing Team's Players with the Referee, and their Club is unable to lodge a protest regarding the opposing Team's Player eligibility to FSG.
 - (vi) Should any Team Official or Player refuse to follow the above procedure for Pre-Match Identification, the Match will be immediately forfeited to the opposing Team
 - (vii) Any Club, Club Official, Team Official and/or Player that is found to have breached this article may be sanctioned pursuant to the FSG Grievance and Disciplinary Regulations and fined in accordance with Schedule B of these Regulations.
- (b) FSG Investigation
- (i) The FSG Executive may, at their discretion, investigate any Match to determine if an ineligible Player has been fielded.
 - (ii) The FSG Executive may request any documentation they believe is appropriate and relevant in conducting that investigation.

PART 4 – TEAM SHEETS AND RESULTS

1. DIGITAL MATCH SHEETS

- (a) All digital team sheets for all Matches are to be completed online via Dribl no less than 10 minutes prior to the scheduled kick-off.
- (b) The digital match sheet will be an online version only and Players' and Team Official's names and ID numbers will be imported from the database.
- (c) Prior to the commencement of a match, team managers and/or coaches, shall prepare the digital match sheet and submit for viewing and confirmation by the opposition official and referees respectively.
- (d) It will be the responsibility of each Team to complete the online digital match sheet prior to their Match.
- (e) Should any discrepancies arise in checking they should be raised with the Club who can submit a report to FSG.
- (f) For Senior and Junior Competitions individual shirt numbers must be assigned to Players at the commencement of the season, with those shirt numbers being retained by Players throughout the season.
- (g) Each team will select a list of players for the Match on the digital match sheet, by ticking "P" up to a maximum of;
 - (i) Eight (8) Players for U5, U6, and U7 age grades of MiniRoos Competitions.
 - (ii) Eleven (11) Players for U8 and U9 age grades of MiniRoos Competitions.
 - (iii) Fourteen (14) Players for U10 and U11 age grades of MiniRoos Competitions.
 - (iv) Fourteen (14) Players for U12 age grades of Junior Competitions.
 - (v) Fourteen (14) Players for O30 women's Competitions.
 - (vi) Sixteen (16) Players for all other Competitions.
- (h) Each Team then needs to identify the starting Players by ticking "S" against their names.
- (i) Each Team needs to identify their starting Goalkeeper by selecting "set goalkeeper" per the instructions provided in the FSG Dribl resources.
- (j) Saving a systemic failure of the online team sheets or lack of access to the Dribl platform at a venue, a Match cannot start unless the digital match sheet has been completed.
- (k) If one Team has completed the online Match sheet and the other hasn't, and the grace period of five (5) minutes to take the field has elapsed, the Match will be forfeited in favour of the Team that did complete the digital match sheet.
- (l) Failure to complete the digital match sheet per these Regulations will result in a sanction per the Demerit Point System

2. MATCH DATA REPORTING

- (a) Match data includes goals, yellow cards, and red cards.
- (b) It is the responsibility of Team Officials from both Teams to enter the final score which will be validated by the Referee, or FSG in the absence of an appointed Referee.
- (c) It is the responsibility of the Referee to enter all yellow and red cards issued during a Match.
- (d) Match data must be entered on Dribl within twenty-four (24) hours of the Match being played.
- (e) Failure to enter Match data will result in a fine in a sanction per the Demerit Points System.

PART 5 – MATCH OFFICIALS

1. MATCH OFFICIAL APPOINTMENTS

- (a) FSG will liaise with the St George Football Referees Association Inc. (SGFRA) in regard to the appointment of Referees to all Competition Matches.
- (b) Where SGFRA are unable to appoint Referees, FSG may authorise such other persons as deemed necessary to assist in the carrying out of this responsibility.
- (c) Where a Referee has not been appointed to, or does not attend, a MiniRoos Match, the Club may appoint a person to act as a Game Leader.
- (d) Where a Referee has not been appointed to, or does not attend, a Junior or Senior Match, the Club must appoint a person to act as a Referee in accordance with these Regulations.

2. MATCH OFFICIAL POWERS, DUTIES, AND OBLIGATIONS

- (a) The Match Officials are charged with all duties, responsibilities, and obligations as contained within the FIFA Laws of the Game.
- (b) Unless otherwise stated, the Referee will be the sole arbiter as to whether a game will proceed, having regard to the condition of the ground, the weather at the time of inspection, and the projected weather forecast.
- (c) Other than where a Referee stops a Match due to perceived immediate danger to the Referees, Players, Team Officials, or Spectators, if the Referee finds it necessary to stop play for any other reason, they should wait a reasonable time before deciding to abandon the Match.
- (d) Referees may abandon, postpone, or forfeit a Match in accordance with any relevant article of the Regulations.
- (e) In addition, Referees are required, immediately after the conclusion of each Match, and in accordance with the process required by SGFRA, to forward to FSG send-off reports and incident reports if the latter is deemed necessary.

3. WELFARE OF THE MATCH OFFICIALS

- (a) The Home Club will be responsible for the welfare of the Match Officials, from the time they arrive at the Ground, until the time they depart the Ground.
- (b) Failure to carry out this requirement may result in a sanction under the FSG Disciplinary Regulations.

4. ATTENDANCE OF MATCH OFFICIALS

- (a) Match Officials appointed to Matches must endeavour to be at the Ground by half time of the preceding Match. Where there is only one Match, or the Match is the first of the day, the Match Officials will be in attendance at least 30 minutes before the scheduled kick-off time.

5. NON-ATTENDANCE OF MATCH OFFICIALS

- (a) Unless otherwise stated, Clubs are required to fulfil all Matches regardless of the attendance of Match Officials or not. Failure to fulfil any Match may result in a sanction.
- (b) Junior and Senior Competition Matches
 - (i) Should appointed Match Officials not be in attendance by the scheduled time, it is the responsibility of the Home Team to provide Club Match Officials. The appointee must control the whole Match, except that a suitably qualified and identified Match Official, in uniform, from either side will take precedence over an unqualified person from the Home Team.
 - (ii) Where a Home Team is not able to provide a Club Match Official, the Away Team is provided the opportunity to identify a Club Match Official.
 - (iii) The Club Match Official must be at least 18 years of age.
 - (iv) At the completion of the Match the Club Match Official will complete the digital match sheet as the controlling official inputting the score, offences, and any other relevant information.
 - (v) Should BOTH TEAMS be unable to provide a suitable Club Match Official, they will:
 - 1. Not proceed to play the Match without a referee, and
 - 2. Complete the digital match sheet details, recording on the sheet that the Match was not played due to there being no suitable person to referee, and
 - 3. The Match will be cancelled, and the points withheld from both Teams.
 - (i) Wherever possible official assistant referees will also be appointed for each Match. If no official assistant referees are available, each Team will appoint an assistant referee who will be under the direction of the referee.
- (c) MiniRoos Competition Matches
 - (i) Should appointed Match Officials not be in attendance by the scheduled time, it is the responsibility of the Home Team to provide a Game Leader. The appointee must control the whole Match, except that a suitably qualified and identified Match Official, in uniform, from either side will take precedence over an unqualified Person from the Home Team.
 - (ii) Where a Home Team is not able to provide a Game Leader, the Away Team is provided the opportunity to identify a Game Leader.
 - (iii) The Game Leader must be at least 14 years of age.
 - (iv) At the completion of the Match the Game Leader will complete the digital match sheet as the controlling official inputting the score, offences, and any other relevant information.
 - (v) Should BOTH TEAMS be unable to provide a suitable Game Leader, they will:
 - 1. Not proceed to play the Match without a Game Leader, and
 - 2. Complete the digital match sheet details, recording on the sheet that the Match was not played due to there being no suitable person to be Game Leader, and
 - 3. The match will be cancelled.

6. REFEREE MATCH PAYMENTS

(a) Appointed Referees

- (i) Prior to the commencement of a Competition, FSG will communicate to all Clubs and relevant Referees Bodies the approved Referee Match Payments for that particular Season. These fees will come into effect immediately.
- (ii) Referee Match Payments for Referees appointed to matches by SGFRA will be paid directly to the Match Officials by FSG weekly.
- (iii) FSG will invoice Clubs for the Referee Match Payments for Referees appointed by SGFRA monthly.

(b) Club Match Officials and Game Leaders

- (i) Where a Match Official has not been appointed, or has not attended a Match, the Home Club may pay the Club Match Official or Game Leader the Referee Match Payment applicable for that Match, though they are not required to do so.

(c) Forfeits and Abandoned Matches

- (i) In the case of forfeits and abandonments, Referee Match Payments will still be due and payable by the Team that caused the forfeit or abandonment, except where Matches are abandoned or postponed by the Referee through no fault of either Team.
- (ii) In the case of cancelled, postponed, or deferred Matches, the Referee Match Payments will still be due if the Match Official is not informed of the cancellation, postponement or deferral and attends the ground to officiate the Match.

PART 6 – EQUIPMENT REGULATIONS

1 AUTHORITY AND SCOPE

- (a) The wearing of any clothing or apparel onto the field is subject to the approval of the Match Officials regardless of any article contained in these Regulations stating otherwise.
- (b) Match Officials may request that any item breaching these Regulations be removed.
- (c) All equipment and clothing used for any Competition Match must comply with the FIFA Equipment Regulations and as elaborated in these Regulations.

2 PLAYERS BASIC EQUIPMENT

- (a) Player's basic equipment includes shirts, shorts, socks, shin guards, and suitable footwear.
- (b) Players are required to wear all items of basic equipment for each Match.
- (c) Goal keepers can wear either shorts or tracksuit pants. They may also wear knee or elbow pads, goal keeping gloves, and a cap.

3 ITEMS WORN UNDER THE PLAYING KIT

- (a) Players may wear an under shirt or under shorts / tights as long as the under shirt or shorts / tights are the same tonal colour as the predominant colour of the shirt sleeve or short that they are worn under, or are black, or are white.
- (b) All under shirts worn by field players in a Team must be the same colour.
- (c) All under shorts / tights worn by field players in the same Team must be the same colour.

4 JEWELLERY AND GLASSES

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

5 MISCELLANEOUS HEAD WEAR

(a) Where headcovers are worn they must;

- i. Be black or of the same main colour as the jersey (provided that the players of the same Team wear the same colour head cover).
- ii. Be in keeping with the professional appearance of the player's equipment.
- iii. Not being attached to the jersey.
- iv. Not pose a danger to the Player or any other Player on the field (e.g., opening / closing mechanism around the neck).
- v. Not have any part(s) extending out from the surface (protruding elements).

(b) For religious reasons, Match Officials will not check the affixing of the head covers of a Player and under no circumstances touch the garment.

6 MISCELLANEOUS PROTECTIVE EQUIPMENT

(a) Modern protective equipment such as headgear, face masks, and knee and arm protectors made of soft, lightweight padded material are not considered dangerous and are therefore permitted.

(b) Plaster casts or rigid protection, even when covered with padding, are considered dangerous and are not permitted.

7 OTHER EQUIPMENT

(a) Cloth head bands and wrist bands are permitted.

(b) Material and elastic hair ties are permitted.

(c) Tape of any colour to assist hold up socks or keep shin guards in place is permitted. (i.e., it does not have to be the same colour as the socks).

8 CAPTAINS ARM BAND

(a) The captain of each Team may wear a distinguishing arm band to indicate their status.

(b) The arm band cannot contain any commercial advertising.

9 MATCH OFFICIALS KIT

(a) The Match Official's first choice kit colour is black.

(b) Match Official's may carry with them other colours as agreed with FSG.

10 NUMBERING

(a) All Players in Junior Competitions and Senior Competitions must wear unduplicated numbered shirts that coincide with the numbers listed on the on-line team sheet.

11 PLAYING COLOURS

- (a) All Clubs are required to submit their first choice and alternate playing colours to FSG prior to the Competition commencing
- (b) Alternate playing colours must be a different colour to the first choice playing colours so that the alternate playing colours are able to adequately resolve playing colour clashes.
- (c) All new playing colours, or altered playing colours, are to be presented as a coloured design diagram to FSG for approval. No new colours, or changes to the colours or design of playing colours, are to be approved without the diagram being presented to FSG.
- (d) Clubs are required to wear their first choice playing colours for all Matches unless there is a clash of colours.
- (e) Unless already determined and communicated by FSG, the Referee will be the sole decision maker in respect of a clash of colours.
- (f) For Women's and Men's Premier League Competitions, in the case of a clash of colours of field Players the Away Club will be required to wear an alternate playing colours. The Away Club is the Club listed second on the match schedule.
- (g) For all Senior and Junior Competitions other than Women's and Men's Premier League, in the case of a clash of colours of field players, the Club that registered the colours first will have priority and the other Club will be required to wear an alternate playing colours.
- (h) In the case of a goalkeeper's colours clashing with either the opponent's field players, goalkeeper, or the Match Officials' kit, the referee will determine which goalkeeper will change, always keeping in mind the principle that the Away Club should change.
- (i) A register is to be maintained of all playing colours that have been approved. Front and back photographs are required.
- (j) No Team will be allowed to play in any playing colours that have not been approved by FSG.

PART 7 – AWARDS

1 CLUB CHAMPIONSHIPS

- (a) A trophy will be awarded annually to the champion Club in the Association.
- (b) The Club Championship will be divided into two (2) divisions:
 - (i) Division 1 – comprising clubs with ten (10) or more Teams competing in FSG Competitions; and
 - (ii) Division 2 – comprising Clubs with no less than four (4) Teams and no more than nine (9) Teams competing in FSG Competitions.
- (c) Only Teams competing in FSG Competitions will be considered in determining points for the Club Championship.
- (d) For the purpose of calculating points for the Club Championship, the Championship Series will not be included.
- (e) For the purpose of calculating the Club Championship and to ensure equality, a points per match ratio will be used. The process will include;
 - (i) The points for each Team being divided by the number of matches played by the respective Teams.
 - (ii) The resulting number aggregated for each Club.
 - (iii) The Club with the highest aggregated number is declared the Club Champion.
- (f) In the event that a Club withdraws a Team at any time after the first game of any grade or competition, that Team will be included in the total number of Teams competing for the Club for the purposes of determining averages for the Club Championship.

2 STAN MOSES MEMORIAL AND A.S. TANNER SHIELDS

- (a) A perpetual shield called the “Stan Moses Memorial Shield” will be presented each year to the most outstanding “A” division Team, which wins the Premiership Series.
- (b) The FSG Executive will determine the winner of the shield.
- (c) The criteria for selection of the winner of this shield will be as follows:
 - (i) If there is only one (1) undefeated Premier Team, the shield will be awarded to that Team.
 - (ii) If there are more than one (1) undefeated Premier Teams, the shield will be awarded to the Team with the least number of games drawn.
 - (iii) In the event that there are no undefeated Premier Teams, the winner will be the Team with the least number of losses, then the least number of draws.
 - (iv) If Teams are equal after the application of the above criteria, then goal differences for and against will be used to determine the winner of the shield.
- (d) A perpetual shield called the “A.S. Tanner B.E.M. Shield” will be presented each year to the Premier League Men Division 1 squad with the highest aggregate points.

3 JUNIOR FAIR PLAY AWARDS

- (a) In order to recognise and encourage fair play at a junior level, the FSG Junior Competition Fair Play Award will be presented to a Club each year. The FSG Executive will determine the winner of the award as follows:
 - (i) Only Clubs with more than five (5) teams in the Junior Competitions will be eligible to win the award.
 - (ii) The total of red and yellow cards issued to junior teams will be determined for each eligible Club, using the final Cautions & Send-offs Report produced by the FSG at the end of the Premiership.
 - (iii) Each yellow card will constitute one (1) point and each red card will constitute three (3) points.
 - (iv) A Club's aggregate number of points will then be divided by the Club's number of Junior Competition teams to determine a fair play coefficient.
 - (v) The Club with the lowest fair play coefficient will be awarded the FSG Junior Competition Fair Play Award. If two or more Clubs have the same Fair Play Coefficient the award will be shared.

4 PERPETUAL TROPHIES

- (a) Trophies will be awarded to the Champions of an age grade at the conclusion of the Grand Final, or at some other suitable occasion.
- (b) FSG trophies remain the property of FSG and Clubs are responsible for their return. Trophies must be returned in a clean and undamaged condition to FSG no later than 15th March each year.
- (c) Should a trophy be damaged or lost when under the control of a Club, the Club will be held responsible and charged with the cost of any repairs or replacement necessary.
- (d) Engravings on perpetual trophies awarded to teams will be undertaken by FSG.

5 MEDALS AND TROPHIES

FSG will present the following;

- (a) Champions in each age grade and division of Junior and Senior Competitions;
 - i. Eighteen (18) medals per team.
 - ii. One Champions Trophy.
- (b) Runners-up in each age grade and division of Junior and Senior Competitions;
 - i. Eighteen (18) medals per team.
- (c) Match Officials of the Finals;
 - i. 3 medals per age grade and division for Junior Competitions.
 - ii. 4 medals per age grade and division for Senior Competitions.

SCHEDULE A – DEFINITIONS

Away Team	means the Team appearing second on the match schedule.
Champion	means the Team that wins the Grand Final
Championship	means the final series of a Competition held at the completion of a Premiership in accordance with the FSG Competition Regulations.
Club	means any club registered with FSG or admitted to participate in an FSG Competition. A reference to a Club in these Regulations includes a Team where that Team is not part of a Club but is accepted by FSG to register to competitions conducted by FSG (i.e., Summer Football and the St George Cup)
Club Official	means any person involved with the administration, management or organisation of a Club, Centre, Referees Body, including employees, contractors, directors, representatives and volunteers.
Competition	has the meaning given to it in Part 1 Clause 1 of these Regulations.
Cup	means a Competition in which Clubs/Teams compete in a series of knockout matches in accordance with the FSG Rules and Regulations.
Football Australia (“FA”)	means Football Australia Limited, the governing body for football in Australia.
Field of Play	means the field of play and any perimeter area between the line markings of the pitch and the spectator area.
FIFA	means Federation Internationale de Football Association, its successor or assignee.
Football NSW (“FNSW”)	means Football NSW Limited which is the governing body for football (including futsal) in the State.
Football St George (“FSG”)	means St George Football Association Incorporated which is the governing body for football (including futsal) in the St George Region, its Board, and Executive.
FSG Board	means the directors FSG appointed or elected from time to time in accordance with the FSG Constitution.
FSG Executive	means the Chief Executive Officer of FSG.
Football St George By-Laws	means the by-laws of Football St George.
Football St George Constitution	means the constitution of Football St George.
FSG Grievance and Disciplinary Regulations	means the grievance and disciplinary regulations of Football St George

Football St George Rules and Regulations	mean any rules, regulations, by-laws, policies, procedures, directives, codes of conduct and guidelines developed, promulgated, and implemented by FSG.
Grading Committee	means the grading committee as defined in the Football St George By-Laws.
Home Team	means the Team appearing first on the match schedule.
Junior Competitions	means the Competitions conducted by Football St George in age grades from U12 to U18 inclusive.
Match	means a single meeting of two teams to play football in a Competition.
Match Official	means a referee, assistant referee, fourth official, assessor, match commissioner, any person in charge of safety or any other person appointed by FA, FNSW, FSG, a Referees' Body, a Centre, a Club, to assume responsibility in connection with a match but does not include a Team Official or Club Official.
Member	has the meaning attributed to it in the FSG Constitution.
Member Federation	means a State, Territory or a regional association or federation that is a member or an interim member of FA from time to time.
MiniRoos Competitions	means the Competitions conducted by Football St George in age grades from U5 to U11 inclusive.
Misconduct	has the meaning given to it under Part 6 of these FSG Grievance and Disciplinary Regulations.
Offences	means those offences set out in Schedule A: Table of Offences in the FSG Grievance and Disciplinary Regulations.
Official	means a Team Official, Club Official, or Match Official.
Participant	means a Player, Official, Spectator, an individual otherwise registered with FSG to participate in football in the Region or an individual issued with media accreditation by FSG.
Player	means any person who participates in a Match. For the avoidance of doubt, a reference to a Player during a Match includes a substitute and a substituted player.
Premier	means the team in 1 st position on the league table at the conclusion of the Premiership Matches.
Premiership	means a Competition in which Clubs/Teams compete in a series of Matches during a Season in accordance with the FSG Rules and Regulations.
Red Card	means a card issued to a Player for the commission of a Red Card Offence.
Referees Body	means a body made up of Match Officials who provide services to FSG.
Regulations	means these FSG Competition Regulations.

Registered Entity	means a body corporate registered under the Corporations ACT 2001 (CTH) or an incorporated association registered under the Associations Incorporation ACT 2009 (NSW).
Season	means from the commencement of a Competition to the conclusion of a Competition unless otherwise directed by FSG.
Senior Competitions	means the Competitions conducted by Football St George in the under 21, all age, Premier League, over 30, over 35 and over 45 grades.
Spectating	means attendance at a stadium, venue, ground or Centre during any match, competition or training session sanctioned or administered by FSG, Clubs, Centres, or Clubs.
Spectator	means a person in attendance at a stadium, venue, ground, or Centre during any match, competition or training session sanctioned or administered by FSG, Clubs, Centres.
State	means the state of New South Wales with the exception of the northern regions of NSW which are identified by FA as “Northern NSW”.
Suspension	means any suspension applicable under or issued pursuant to FSG rules and Regulations.
Team	means any team registered with FSG, any team admitted by FSG to participate in a Competition or any team registered with a Centre.
Team Official	means any person involved with the management, preparation, or participation of a Team (whether paid or unpaid), including the coaches, managers, medical staff, other support staff or any other person acting for or on behalf of a Team, Club, or Centre.
Technical Area	means the area, which may or may not be marked or designated, within which the substitute Players and the Team Officials are located during a match.
Tournament	means a Competition in which Clubs/Teams compete in a series of matches in accordance with the FSG Rules and Regulations.
Trial Match	means any match played by two Clubs/Teams which does not form part of a Competition, Premiership, Championship, Cup or other event or tournament.
Winter Football	means the Competition season that typically has a pre-season from January to March, followed by a Premiership that runs from April to August, and Championship from September to October.
Yellow Card	means a caution of a Player or Registered Team Official by a Match Official for an infringement set out under Part 2 of the FSG Grievance and Disciplinary Regulations.

SCHEDULE B – DEMERIT POINTS SYSTEM

1 PURPOSE

The Demerit Point System replaces automatic fines previously included in the Football St George (“FSG”) Competition Regulations. Applying fines in isolation to a broader strategy that seeks to improve participant behaviour and compliance with regulations in previous seasons has not resulted in a significant improvement in either area of the game.

The purpose of the Demerit Point System is to provide a mechanism to continually monitor team behaviour and compliance with regulations across the season, empower clubs with information to engage with their teams to achieve improved behaviour and compliance, and establish a series of escalating sanctions that present an effective deterrent while acknowledging that Clubs are not-for-profit entities and excessive fines could adversely affect their operations.

2 OVERVIEW

The Demerit Point System replaces the automatic fines previously listed in the Competition Regulations.

The sanctions applied in the Demerit Point System are in addition to;

- Automatic points sanctions for forfeited matches per the Competition Regulations.
- Automatic points sanctions for abandoned matches per the Competition Regulations.
- Any sanction issued by a Judicial Body per the Disciplinary Regulations.

The Demerit Points System considers two important aspects of football participation, being;

- Respect Points – issued against teams for anti-social, abusive, or violent conduct that has a negative impact on the experience of participants.
- Leadership Points – issued against teams for not meeting important parts of the competition management, including submitting team sheets, entering teams, playing scheduled matches, and appointing ground officials.

3 WHO THE DEMERIT POINT SYSTEM APPLIES TO

The Demerit Point System applies to Clubs and Teams competing in the following FSG competitions;

- MiniRoos Competitions.
- Junior Competitions.
- Senior Competitions.

Sanctions resulting from the Demerit Point System apply to clubs and in some circumstances the Teams they field in FSG and Football NSW competitions.

Sanctions for offences committed by individuals are considered within the FSG Disciplinary Regulations.

4 RESPECT POINTS

Respect Demerit Points can be accumulated by teams competing in the FSG Senior and Junior Competitions (MiniRoos are excluded).

Respect Demerit Points are issued to teams for the following infractions;

Infraction	Applicable Demerit Points
Red Cards Issued to a player Code R1 – Serious Foul Play Code R2 – Violent Conduct Code R3 – Spits at an Opponent or any other Person Code R4 – Denying an Obvious Goal Scoring Opportunity (handball) Code R5 – Denying an Obvious Goal Scoring Opportunity Code R6 – Offensive, Insulting, or Abusive Language or Gestures Code R7 – Second Caution in a Match	1 demerit point 10 demerit points 10 demerit point 1 demerit point 1 demerit point 10 demerit points 1 demerit point
Accumulated Cautions by a Player 3 Cautions in the Premiership 6 Cautions in the Premiership 2 Cautions in the Championship	1 demerit point 5 demerit points 1 demerit point
Team Misconduct (5 cards received in a match) 1 st Offence 2 nd Offence 3 rd Offence	25 demerit points 50 demerit points 100 demerit points
Charges of Misconduct Found Guilty by Judicial Body Section B and C (per offence) Section D (per offence) Assault of a Match Official	50 demerit points 100 demerit points 500 demerit points
Abandoned Matches 1 st Offence 2 nd Offence 3 rd Offence	25 demerit points 50 demerit points 100 demerit points

5 RESPECT POINTS TEAM THRESHOLDS AND SANCTIONS

The following sanctions apply to a Team who's Respect Demerit Points exceed the set thresholds in a season;

Level	Points	Sanction
Warning	50	The Team is issued a formal warning about its conduct.
Threshold 1	100	The team has 2 points deducted from the league table.
Threshold 2	200	Threshold 1 + the team has 2 points deducted from the league table and is issued a \$100 fine.
Threshold 3	300	Threshold 1 & 2 + the team has 4 points deducted from the league table and is issued a \$100 fine.
Threshold 4	500	Threshold 1 & 2 & 3 + the team is withdrawn from the competition.

6 CLUB THRESHOLDS AND SANCTIONS – RESPECT DEMERIT POINTS

Clubs will be measured using the Demerit Point Quotient, being the aggregated total of Demerit Points divided by the total number of teams the club fields in Junior and Senior competitions.

The following range will be considered when measuring the Club Respect Demerit Point Quotient;

	Acceptable	Tolerable	Unacceptable	Extreme
Respect Quotient	0 – 15	15 – 30	30 - 50	50+

The following sanctions apply at each Demerit Quotient Point level

QP Level	Sanction
Acceptable	No sanction
Tolerable	The Club receives a warning regarding the conduct of its teams
Unacceptable	The Club Receives a second warning; and <ul style="list-style-type: none"> ➤ The Club is ineligible to win the FSG Junior Fair Play Award that season ➤ The Club is required to pay a contribution of \$500 that will be invested by FSG in Referee Development programs
Extreme	In addition to the Unacceptable level sanctions; <ul style="list-style-type: none"> ➤ The Club will be ineligible to enter any teams into the FNSW Champion of Champions competition in that season. ➤ The Club is ineligible to win an FSG Club Championship Award ➤ The Club is required to pay a contribution of \$1,000 that will be invested by FSG in Referee Development Programs.

7 LEADERSHIP POINTS

Leadership Demerit Points can be accumulated by teams competing in the FSG Senior, Junior and MiniRoos Competitions.

Leadership Demerit Points are issued to teams for the following infractions;

Infraction	Applicable Demerit Points
Digital Team Sheets No score entered Team not submitted before the match	2 points 10 points (+ match forfeited)
Forfeited Matches (excluding for not submitting a team sheet, or forfeiting without the required notice) 1 st offence in a season 2 nd offence in a season 3 rd offence in a season	25 points 50 points 100 points
Ground Officials No appointment of a ground official	10 points
FSG Partnerships Breach of partnership condition	50 points

8 TEAM THRESHOLDS AND SANCTIONS – LEADERSHIP DEMERIT POINTS

The following sanctions apply to a Team whose Leadership Demerit Points exceed the set thresholds in a season;

Level	Points	Sanction
Warning	50	The Team is issued a formal warning about its conduct.
Threshold 1	75	The Team is issued a \$100 fine.
Threshold 2	100	The Team is issued a \$100 fine.
Threshold 3	150	The Team is issued a \$200 fine.
Threshold 4	250	The team is excluded from the competitions.

9 LEADERSHIP POINTS CLUB THRESHOLDS AND SANCTIONS

There is no quotient calculated or sanction applied against a club for accumulated Leadership Demerit Points.

10 ACCUMULATION OF DEMERIT POINTS AND APPLICATION OF SANCTIONS

Accumulation of Demerit Points and the application of sanctions is automatic, and not subject to review, appeal, or reduction.

Where a team accumulates enough points to “skip” a threshold and immediately exceeds a higher threshold, the team is sanctioned with the cumulative sanctions of both thresholds.

The application of sanctions is a result of a team or club accumulating Demerit Points, and is separate to any decision made by and authorised body (such as a Judicial Body issuing a suspension, points deduction, or fine).

The sanctions apply when a team meets the threshold amount (i.e., the warning threshold is activated when a team accumulates 50 points).

SCHEDULE C - REVISION HISTORY

Amendments to the Competition Regulations are set out in the following table;

Season	Amendments Approved By	Date Approved
2013 By-Laws	Meeting of Club Delegates	3 December 2012
2014 By-Laws	Meeting of Club Delegates	25 November 2013
2015 By-Laws	Meeting of Club Delegates	2 February 2015
2016 By-Laws	Meeting of Club Delegates	23 November 2015
2017 By-Laws	Meeting of Club Delegates	21 November 2016
2018 By-Laws	Meeting of Club Delegates	20 November 2017
2019 By-Laws	Meeting of Club Delegates	19 November 2018
2020 By-Laws	Meeting of Club Delegates	18 November 2019
2022 By-Laws	Meeting of Club Delegates	31 March 2022
2022 By-Laws	Meeting of Club Delegates	4 July 2022
2023 Competition Regulations	Meeting of Club Delegates	17 January 2023
2023 Competition Regulations	FSG Executive	21 February 2023
2023 Competition Regulations	FSG Executive	29 March 2023
2023 Competition Regulations	FSG Executive	6 June 2023
2024 Competition Regulations (Preliminary)	FSG Executive	20 December 2023
2024 Competition Regulations (Final)	FSG Executive	22 February 2024



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