

Federation Competition Regulations

19th Grade & Senior Men's Leagues



1. Reference to General Provisions

These regulations are specific competition regulations governing aspects of play and procedure as allowed under Section 4 of the Federation Competition Regulations, Senior and 19th Grade Men, Senior Women, General Provisions. ***The General Provisions shall apply to these competitions as well as these specific competition regulations.***

2. Number of players per side

Teams shall have a maximum of 11 players on the field at any time and a minimum of 7 players. Should any team fail to field 7 eligible players, whether through shortage or sending-off, they shall forfeit the match.

3. Duration of matches:

All 19th Grade and Senior Men's Leagues 2 x 45 min halves plus half time

In the event of a late start for any reason, if it is known or can be ascertained prior to kick-off that there is *no* later match scheduled for the pitch which would be disrupted by so doing, the match shall be extended to its normal duration in two equal halves. If there *is* a match scheduled to follow on the same pitch, *or if it is not known whether there is such a match to follow*, the time available shall be divided into equal halves with allowance for half time, so that the match shall end at the scheduled finish time and the next match on the same pitch may commence at the time scheduled on the fixtures. The agreed game duration shall not be changed once the game has commenced, *even if it becomes clear that there is no match following*. No injury time or referee's added time shall be played.

If both teams have a minimum of seven players the match must start on time. The home team (the team named first on the fixture) is expected to be ready to start on time. In the event of the home team not being ready with a minimum of seven players to begin the game at the scheduled time, or the away team not being ready with a minimum of seven players 10 minutes after the scheduled start time, the team present and ready to start may claim the match as a default.

4. Substitutions

Senior Men's Division 2 and upwards (incl AFF Championship)

Up to 3 substitutes may be used from up to 5 players named on the team card, but requiring the permission of the referee, and provided that:

- i) the player leaves the field completely before the substitute goes on
- ii) substitutions are made during a break in play
- iii) players always enter and leave from the half-way line.

Senior Men's Division 3 and below

Subject to agreement between the two teams, up to five substitutes may be used from players named on the team card, with unlimited interchange of players at any time in the match, but requiring the permission of the referee, and provided that:

- i) the player leaves the field completely before the substitute goes on
- ii) substitutions are made during a break in play
- iii) players always enter and leave from the half-way line.

If no agreement is reached, then up to three substitutes may be used from up to 5 players named, with unlimited interchange.

Senior Men's Over 30's and Over 35's

Subject to agreement between the two teams, up to five substitutes may be used from players named on the team card, with unlimited interchange of players at any time in the match, but requiring the permission of the referee, and provided that:

- i) the player leaves the field completely before the substitute goes on
- ii) substitutions are made during a break in play
- iii) players always enter and leave from the half-way line.

If no agreement is reached, then up to three substitutes may be used from up to 5 players named, with unlimited interchange.

19th Grade Saturday and Sunday

Up to three substitutes may be used from up to 5 named on the team card, with unlimited interchange of players at any time in the match, but requiring the permission of the referee, and provided that:

- i) the player leaves the field completely before the substitute goes on
- ii) substitutions are made during a break in play
- iii) players always enter and leave from the half-way line.

5. Player Eligibility

Any player by age 15th Grade or below requires dispensation from the Federation to play in senior competition (including 19th Grade). Requests for dispensation must be received at the Federation office accompanied by a letter from the parent or guardian of the player supporting the dispensation request. Players must not take the field unless dispensation has been granted.

No dispensations will be granted for older players to play down into 19th Grade.

Players playing in Over 30's leagues must reach their 30th birthday during the 2010 calendar year, or have been born prior to 1980. Players not meeting this age criteria are not eligible to play in Over 30's competition.

Players playing in Over 35's leagues must reach their 35th birthday during the 2010 calendar year, or have been born prior to 1975. Players not meeting this age criteria are not eligible to play in Over 35's competition.

Where clubs are found to have played an ineligible player the following sanction will apply:

- The offending team shall forfeit any points gained, goals scored by that team shall also be forfeited, goals against shall stand
- The opposing team shall be awarded the points for the match, goals scored by that team shall stand, goals against cancelled
- In the event of a scoreless draw, either before or after the application of the above, a 1-0 win shall be recorded in favour of the non-offending team
- If both teams are found to have played ineligible players, the match result shall be cancelled, any sanctions imposed by AFF, and the match may be replayed at the discretion of AFF
- The offending club(s) shall incur any Ineligible/Unregistered Player fine as set down in the Schedule of Fees published by AFF.

6. Match Balls

A size 5 FIFA-approved match ball shall be provided by the home team.

7. Shin guards

Shin guards must be worn at all times, and must not be exposed.

8. Referees

If there is no appointed official, the home team may provide a Club Based Referee (CBR) with current accreditation (by way of a current CBR ID card with Membership Number) to control the whole fixture. If a CBR is provided he or she shall provide his/her name and membership number to the visiting coach/manager, and is required to wear their CBR shirt. If the home team does not have a CBR, and the visiting team does, then the visiting CBR shall control the fixture. If none of the above is available, the home team shall provide a referee for the first half and the visiting team shall provide one for the second.

Alternatively, teams may agree at the start of the game that one referee shall officiate the whole game, or at the start of the second half that the referee from the first half may continue to referee to the end of the game. Once agreed the referee should not be changed during a half other than for injury or on the mutual agreement of both team coaches. In any event, the referee controlling any part of the fixture has the same rights and obligations as an appointed official.

9. Goals and Markings

Matches in all competitions covered by these specific competition regulations are to be played on full-size pitches. The approved goals, and marked grounds with corner flags must be supplied by the home team and must be in place before the scheduled kick-off time. Nets are recommended for all Federation Senior Competition matches, but are mandatory for all men's AFF Championship matches.

10. Offside

The off-side law will be applied in all competitions covered by these specific competition regulations. If there are no appointed assistant referees, teams are encouraged to provide their own assistant referees to advise/assist the referee. The referee is the sole judge of whether to halt play and award an indirect free-kick.

11. Uniform Clashes

Where there is a clash of colours, the away team (ie second-named team) in the fixture must provide a change of shirts that does not clash with the home team's registered colours. Failing to provide such a change, or playing in unregistered colours that creates a clash, will incur a fine for Incorrect Strip as set out in the Schedule of Fees.

12. Defaults

Defaults must be notified in writing to the Federation by the Club Secretary no later than 12.00 noon on the Friday preceding the fixture so that the ground may be used for an alternate fixture and any referee allocation can be changed. Clubs may be fined for defaults not notified before this deadline in accordance with the Schedule of Fees published from time to time by the Federation. Any team defaulting two games consecutively, or three in a season, may be further fined and may be expelled from the competition. It is recommended that defaulting teams also advise their opposition as a matter of courtesy.

If a team arrives to a game that they have not been advised as defaulted, but their opponents do not arrive or do not have sufficient players to commence the game, the team should complete and submit the header section of a team card to the Federation office in the normal way and in the normal timescales, with no player details but showing that the game is claimed by default. If a referee appointed to the game is present, he or she should also sign the team card.

13. Team Cards

A completed Federation team card is to be filled out correctly by each team in a Federation Senior League fixture, listing the eleven starting players and up to five substitutes.

If there is an appointed referee, completed team cards should be handed to the referee no later than 15 minutes prior to the scheduled commencement of the game. The referee will sign both cards and hand them back to the respective teams after agreeing the final score, after the game. Each team will sign the cards and return them to the Federation office no later than three working days after the fixture has been played.

If there is no appointed referee the team cards are to be exchanged with the opposition at the end of the game, to be signed by both teams and the nominated referee who completed the game, after agreeing the final score after the game, and forwarded to the Federation office as above.

Each team is responsible for its own team card. Any team card that is illegible or incomplete, or that is deliberately completed with obviously false names, will be treated as not returned.

14. Coaching

Coaches may only coach from the sideline, not from behind the goal line. If a coach takes the field as a referee they are not allowed to coach from on the field of play.

15. Competitions

Three points shall be awarded for a win, one point for a draw and no points for a loss.

Defaults shall be recorded as a 3-0 win to the non-offending team. If both teams are deemed to have defaulted, a 'no result' shall be recorded unless the Competitions Manager decides to reschedule the game.

Following any grading rounds, the team with the highest points at the end of competition in each league shall be declared the league champion. If teams are equal on match points, goal difference shall be used to determine the winner, and if still level the team with most goals scored will be declared the winner. If still level, the result of games in Championship round(s) will be taken into account to determine the winner, and finally if still level teams shall be declared joint champions.

16. Results

Results are to arrive at the Federation faxed on the appropriate Club form, telephoned in, or be input direct to the Federation Competitions Management website, by no later than 12.00 noon on the Monday after the match for a weekend fixture, and 12.00 noon the day following the match for a midweek fixture. Teams failing to input results in time may incur a fine to the Club for Late Result as noted in the Schedule of Fees published from time to time by the Federation.