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1. Scope

- 1.1. Sport UNE Football League Rules and Regulations are set by Sport UNE from time to time. The Rules and Regulations can be altered by the Competition Administrator in consultation with registered clubs.
- 1.2. The Sport UNE Football League Rules and Regulations apply to competitions and/or fixtures conducted by Sport UNE.
- 1.3. These Rules and Regulations apply to all Clubs, players, teams, club officials, volunteers and match officials participating in Sport UNE Football League competitions.
- 1.4. Some competitions may have specific rules and regulations, such as Over 35 carnivals, preseason or mid-season competitions, which are not covered in these Rules and Regulations – please refer to the appropriate specific rules for each specific competition.
- 1.5. All fixtures will be conducted in accordance with FIFA Laws of the Game.
- 1.6. Sport UNE reserve the right to deal with any persons or Clubs in respect of any offences or complaints and other matters not specifically provided for in these regulations.
- 1.7. Sport UNE reserve the right to amend Competition Rules and Regulations at any time in consultation with the Clubs.
- 1.8. These Rules and Regulations are supplementary to Sport UNE policies including:
 - i) Sport UNE Codes of Behaviour/Conduct
 - ii) Participation agreement
 - iii) Any other regulations and policies adopted by Sport UNE from time to time
 - a. Disciplinary Regulations.
 - b. Registration Regulations.

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- c. FIFA Rules and Regulations
- d. Grievance Procedure By-Law.
- e. Member Protection Policy.

2. Team Nominations

- 2.1. Nominations shall be from registered clubs recognised by SPORT UNE.
- 2.2. A club shall be eligible to enter the SPORT UNE Football League competitions by making application to the SPORT UNE Football League Competition Administrator.
- 2.3. Team nominations are to be received, in writing, and on the appropriate nomination form.
- 2.4. The final allocation of teams to an age group/division shall be made by the Competition Administrator.
- 2.5. If a club, having nominated more than 1 team in any division withdraws a team from the competition after the competition has commenced, the team withdrawn shall be from the lowest division in the competition whether or not the teams are in adjoining divisions. Junior teams must apply to the Competition Administrator if the team remaining wishes to play in a lower division.
- 2.6. All team lists should be lodged with SPORT UNE prior to the commencement of the first round. Players may be added and removed from lists during the season.
- 2.7. Nomination fees may apply to all SPORT UNE Football League Competitions – Nomination fees will be set annually.

3. Registration

For administrative purposes, including Insurance coverage, all persons participating in Sport UNE Football League competitions MUST be registered in the Sport UNE Registration System. This includes players, club officials, coaches, managers, club volunteers, match officials, but is not limited to persons with these titles within each club.

3.1. Registration Periods

The registration period for all Sport UNE Football League Competitions is 1st February – 31st December each year.

3.2. Player Registration Process

- 3.2.1. For all Sport UNE Football League Competitions, players are required to register online via the Sport UNE Registration System.
- 3.2.2. A player is not considered registered to a club until such time as the club makes them active in the Sport UNE Registration System.
- 3.2.3. The club is responsible for ensuring that all its Players have been registered correctly. The final date for any Player registrations with Sport UNE is 30th June each year. Any registration after this date will have to gain approval from the Competition Administrator.

3.3. Club Official/Coach/Manager/Volunteer Registration Process

- 3.3.1. For all Sport UNE competitions, Team Officials/coaches/managers/volunteers are required to register online with the SPORT UNE Registrations System.
- 3.3.2. The Club is responsible for ensuring that all its team officials, coaches, team managers and volunteers have been registered correctly.

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3.3.3.Clubs are responsible for ensuring all persons registered under 3.2 have a Working with Children Check.

3.4. Player Registration

- 3.4.1.Clubs are responsible for ensuring that their players are properly registered.
- 3.4.2.All players must be amateur (not receiving payment for playing)
- 3.4.3.A player who plays in any fixture during the season MUST be registered and will be subject to the full fees as determined by SPORT UNE annually.
- 3.4.4.No refunds will be issued to any club for any player unless the player did not participate in any competition fixture for the season (and providing the player has not trained with the club and sustained injury which may or may not result in a claim on the club or player insurance policy).
- 3.4.5.Registration is not complete until full fees have been paid to SPORT UNE or the club has reached an appropriate arrangement with SPORT UNE.
- 3.4.6.Any team found guilty of using a player who is not registered for their club at the time of the fixture, is registered with another club, or plays in an age group younger than he/she is entitled to, shall be determined to have lost the match by forfeit or shall lose such points as determined by the Competition Administrator. In addition, a fine may be imposed on the club.
- 3.4.7.No registration of players can be affected after 30th June in the competition year unless exceptions circumstances apply, and approval is given by the Competition Administrator.

3.5. Mid-Season Movement

- 3.5.1.Any player who wishes to change club during the season, needs to be approved by the Competition Administrator before 31st May.
- 3.5.2.The deregistration is effective immediately when approved by the Competition Administrator.
- 3.5.3.If the player then wishes to register with another club, they must register in the Sport UNE registration system and be approved through the normal process.
- 3.5.4.Sport UNE shall not be responsible for payments made by the player to any club. The liability of all player payments due to SPORT UNE shall exist with the club to which the player is deemed registered with.

4. Player Eligibility

4.1. Registration

- 4.1.1.A players age shall be taken as of the 31st December in the year of the competition.
- 4.1.2.All players must be amateur (not receiving payments for playing).
- 4.1.3.Each club shall forward a “Team Sheet” for each team to the Competition Administrator PRIOR to the first fixture of the season.
- 4.1.4.Registered players whose name appear on the “Team Sheet” are deemed to be registered to that team.
- 4.1.5.Registered players may be added to the “Team Sheet” at any time prior to a fixture (in writing) but no later than 1 hour before the fixture.
- 4.1.6.Any team found guilty of using a player who is not registered for their club at the time of the fixture, is registered with another club, or plays in an age group younger than

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he/she is entitled to, shall be determined to have lost the match by forfeit or shall lose such points as determined by the Competition Administrator.

4.1.7.No registration of players can be affected 30th June in the competition year unless exceptions circumstances apply, and approval is given by the Competition Administrator.

4.2. Senior Player Grading

4.2.1.No senior team shall use more than 3 players whether as substitutes or interchange that have already been listed, or will be listed on the match card in a senior team in a lower division on the same day (whether the higher division match is played before or after the lower division match).

4.2.2.No senior team shall use more than 3 players in a lower division who have played in a higher division match in the previous round.

4.2.3.If a club has more than one team in the same division, a player MUST only play exclusively for one team for the whole competition.

4.2.4.Senior players who have played for a higher division may only be relegated to the next lowest division. IF, however, a club fields teams in senior divisions that are not adjacent, they may relegate a player to the next lowest division team for their club.

4.3. Junior Player Grading

4.3.1.A player must be turning five (5) years of age in the year they register to play.

4.3.2.Any female player is permitted to play in an age group one year below her age. E.g. an 11-year-old girl is permitted to play in the 10's competition but a 12-year-old girl is not, unless approved by the Competition Administrator.

4.3.3.Players can play in the next higher age group.

4.3.4.Clubs may apply to the competition administrator for a junior player to be registered to participate in a team that is a maximum two (2) ages above the normal eligible age group for the player.

4.3.5.No player who has played in a higher division may be permitted to play in a lower competition of the same age group except by permission of the Competition Administrator.

4.3.6.No transfers from a higher division to a lower division may be made during the final four weeks of the competition (Junior competitive competitions) without the permission of the Competition Administrator.

4.3.7.Where there are two or more teams entered by the one club in the same division of the one age group, a player must play exclusively for the team in which they are registered, without permission of the Competition Administrator.

4.3.8.Should the need arise for a player to play in a younger age group for which they do not qualify, application can be made to the Competition Administrator. Each application will be decided on an individual basis.

4.4. Junior players playing in Senior competitions

4.4.1.To be Eligible to play in a senior competition a player MUST be turning 15 years of age in the year of the competition and a "Parental Consent Form" has been submitted to the Competition Administrator.

4.4.2.Junior players aged up to 16 years can play across any grading in the senior competition.

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5. Competition Fixtures

5.1. Grounds

- 5.1.1. All clubs are required to stipulate if they have a home ground under their control. “Home” fixtures will be played at that ground where possible.
- 5.1.2. Clubs not having a home ground may be required to play their “Home” fixture at any field controlled by SPORT UNE.
- 5.1.3. The competition will be played on a home and away basis where possible.
- 5.1.4. Refer to the Sport UNE Football League Adverse weather policy for the management of ground closures.

5.2. Mini Roos

- 5.2.1. Duration of Fixtures shall be as follows:
 - (a) Under 6, 7, 8 and 9’s – 2 equal 20-minute halves
 - (b) Under 10, 2 equal 25-minute halves
- 5.2.2. Ball Size:
 - (a) 6 to 9 years Size 3
 - (b) 10 size 4

Each team is to provide a ball for each game. See attachment 1 for more detail of these competitions.

5.3. Competitive Match Fixtures (12 Years to Seniors)

- 5.3.1. Fixtures will be governed by FIFA rules except as varied in these rules and regulations.
- 5.3.2. Games are to be played in accordance with the official draw of SPORT UNE Football League or any draw that is subsequently varied or approved by the Competition Administrator.
- 5.3.3. The maximum number of players that can be listed on a competitive team (12 years and up) match card is 16 except for the women’s competition which allow 18 players to be listed.
- 5.3.4. Each team may have no more than 5 interchange or substitute players over the allowed number of players for each fixture.
- 5.3.5. A team must consist of a minimum of 7 starting players. IF a team is unable to commence the fixture at the stipulated time with 7 players, the game shall be declared a forfeit to the opposition team.
- 5.3.6. A fixture that commences late, MUST finish on time – two equal halves are to be played with a 5-minute half time.
- 5.3.7. Duration of fixtures shall be as follows:
 - i) Under 12’s – 2 equal 25-minute halves
 - ii) Under 13 and 14’s – 2 equal 30-minute halves
 - iii) Under 15 and 16’s – 2 equal 35-minute halves
 - iv) Senior Women – 2 equal 40-minute halves
 - v) 18’s - Senior Men’s - 2 equal 45-minute halves.
- 5.3.8. Ball Sizes
 - i) 12 years - size 4
 - ii) 13 – seniors (men/women) - size 5
- 5.3.9. Each junior team shall provide a ball for every fixture in which it plays, ball sizes are to be used for each age group as per 5.3.8 above.

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Each senior team playing at home shall provide three (3) balls for every fixture in which it plays.

5.4. Competition Points

All competitive divisions will be awarded points as follows:

- Win - 3 points
- Forfeit win - 3 points & 3 goals for
- Draw - 1 point
- Loss - 0 points
- Forfeit loss - 0 points & 3 goals against
- Bye - 3 points

6. Match Cards, Results, Points Table

- 6.1. Match cards in a form decided by SPORT UNE are the official record of the fixture and are to be filled in by teams from Under 12's up to and including senior teams, prior to the starting time of every fixture and handed to the referee. After the match, the referee will lodge the card in a place appointed for the purpose of having the recorded goals scored, the match result, any infringement details and the referee and assistant referee details.
- 6.2. Any player who is listed on a match card for a fixture is deemed to have played that fixture unless otherwise specified for specific divisions.
- 6.3. The maximum number of players that can be listed on a match card is 16 except for the women's competition which allow 18 players to be listed.
- 6.4. All match cards are to be written clearly in blue or black pen with all details of game venue, date etc. to be filled in. All match cards MUST be signed by the coach and/or manager for the team.
- 6.5. All clubs are asked to maintain their own records of each fixture.
- 6.6. If a result or score is in dispute for a fixture, then the club should notify the Competition Administrator. Clubs are asked to check the official points table regularly and advise the Competition Administrator of any issues.
- 6.7. When fixtures are played at venues other than those in Armidale, it is requested that the home team notify the Competition Administrator of the results of the fixture if no official referee has officiated the game.

7. Match Officials

- 7.1. Each fixture where possible will be played under the control of an official referee and assistant referees (known as match officials) who has been appointed by the Referee Appointments Officer.
- 7.2. For senior fixtures, in the event of no official referee available at the scheduled starting time, the home team shall appoint a substitute referee for the fixture. Failure to do so will be regarded as a forfeit to the opposition team. Failure by the visiting team to accept the appointed person will see the fixture declared a forfeit to the "home" team. The appointed person shall assume the full responsibility of a referee and shall be treated accordingly. In

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the event of a game where neither team is designated the “home team” and no official referee is in attendance, then each team is to supply a referee for half the fixture.

- 7.3. For junior games where no official referee is in attendance, each team is to supply a referee for half the fixture. Failure to do so shall be regarded as a forfeit for the team not complying.
- 7.4. In the event of an official referee and/or assistant referees failing to appear for a game, the match card is to be clearly marked accordingly and submitted to the Competition Administrator.
- 7.5. If one or both assistant referees are not in attendance, it is the responsibility of both teams to share the responsibilities of the lines person with duties being as directed by the referee.

8. Coaches, Officials and Spectators

- 8.1. Persons who are located within the “technical area” at each fixture are deemed to be part of the club that is playing in the fixture. This provision means that persons within the technical area can be dealt with directly as per the Disciplinary Regulations. Match officials can report or act against (issue Red or Yellow Card) any person in the “technical area”. The presence of a person other than a player within the technical area is deemed to be as an official.
- 8.2. The “technical area” at each fixture should only be occupied by a team coach, manager and those players listed on the match card.
- 8.3. Clubs are responsible for the behaviour of the club officials and players whether on the field or in the technical area and generally for the behaviour of their spectators.
- 8.4. All clubs are to appoint for every senior fixture a “ground official” or “duty officer” who is to make themselves known to the match official and is to wear a “hi viz” vest for the duration of the fixture. They are also required to follow any reasonable requests made to them by the Match official.

9. Disciplinary Matters, Disputes Etc.

9.1. General Disciplinary Matters

- 9.1.1. All protests, disputes or reports of incidents by a Referee that impact on whether a player or team should or should not play in the next match must be submitted in writing to the Competition Administrator no later than 9am on the Monday following the incident.
- 9.1.2. All other complaints, protests or disputes are to be channelled through the club management to the Competition Administrator.
- 9.1.3. A player who is cautioned by a referee or dismissed from the field of play, will be dealt with summarily (no hearing) and will AUTOMATICALLY receive the penalty for the offence as per the Disciplinary Regulations. Players wishing to appeal against an automatic sanction can request an appeal hearing.
- 9.1.4. Should a person wish to appeal a suspension; they may apply to Competition Administrator for an appeal on the matter. Appeals should state the grounds upon which the appeal is made and should be accompanied by any relevant documentation. Appeals are to be made within 7 days of the receipt of the sanction notification. A fee may apply.

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9.2. Cautions, Send-Offs

- 9.2.1.A player may not play in any fixture under the jurisdiction of SPORT UNE Football League whilst under suspension until the allocated suspension is served. For game-based suspensions, the player MUST serve the suspension with the team that they were playing in when they received the suspension. Players who also back up and play for other teams (e.g. a 16-year-old also playing seniors) cannot play for those other teams until they have served their suspension with the team they received the suspension in. If per chance the team that the player received the suspension in does not play any more games (e.g. are out of finals contention), the club MUST seek direction from the Competition Administrator on the correct course of action. Generally, this is that the player MUST still serve their suspension with the team that they backup for. Long suspensions will carry over from season to season.
- 9.2.2.A player who accumulates five (5) yellow cards in any one season no matter how many age groups or divisions they play in, will automatically incur a one match suspension. The suspension will be served in the next game of the team that the player is registered with (normally play in). The player cannot play for other teams until the team that they are registered in has played their next game. If per chance the team that the player is registered with does not play any more games (e.g. are out of finals contention) the club MUST seek direction from the Competition Administrator on the correct course of action. If so, generally, the player will miss the next game of the team that they backup for. Any subsequent yellow cards issued during the season may see the player suspended as per the Disciplinary Regulations.
- 9.2.3.A Coach, Manager or Team Official may be issued with a Yellow or Red Card by the match official, any sanctions that may apply will be as per SPORT UNE Disciplinary Regulations.

10. Fixtures in Doubt, Weather, Deferrals etc.

- 10.1.1. The competition administrator will endeavour to contact the relevant parties for game specific changes. The Sport UNE web site and the SPORT UNE Football League Facebook page will be the communication platforms for information regarding to fixture changes including:
- i. Wet weather notifications
 - ii. Deferral of a fixture
 - iii. Cancelled fixture
 - iv. Field Closure (refer to Extreme Weather Policy)
 - v. Fixture transfer to alternate venue.
- 10.1.2. Field Closure management
- 10.1.2.1. Junior competitions
- Generally, if most games for an age group are cancelled in Armidale due to wet weather conditions, then that round of the competition is cancelled. All efforts will be made to conduct competitions if fields are available.
- 10.1.2.2. Senior competitions
- Generally, if more than 50% of the games are cancelled due to wet weather, then the round may be cancelled. All efforts will be made to conduct competitions on available fields.

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11. Competition Winners and/or Final Series Format

11.1. Seniors

The Competitions Administrator, in conjunction with member clubs, will determine how the competition winner and runners up will be determined.

If a Final Series is to be played, all Grand Finals fixtures will be played at a venue determined by SPORT UNE (SUFL).

1. Semi Final (Week 1)
 - a. 1st plays 2nd (winner to play in grand final)
 - b. 3rd plays 4th (loser is eliminated)
2. Preliminary Final (Week 2)
 - c. Winner of "b" plays Loser of "a" (loser is eliminated)
3. Grand Final (Week 3)
 - d. Winner of "a" play's winner of "c"

If the event of a draw at full time in a grand final, extra time of 2 equal periods will be played (15 minutes for seniors & 10 minutes for women's and juniors) in accordance will FIFA Law 8. If at the conclusion of extra time a winner has not been determined, then penalty kicks will be taken in accordance with FIFA Laws of the Game to determine the winner.

11.2. Juniors

1. Semi Final (Week 1)
 - a. 1st plays 3rd (winner to play in grand final)
 - b. 2nd plays 4th (winner to play in grand final)
2. Grand Final (Week 2)
 - c. Winner of "a" play's winner of "b"

11.3. Finals Series Team Eligibility

11.3.1. When all premierships competition fixtures are concluded and the competition points allocated, the team with the highest number of points on the official points table shall be declared the minor premiers.

11.3.2. Where teams are equal on points at the conclusion of all competition fixtures, their placing is determined by the following process being applied in this sequence:

1. Highest positive goal difference
2. Highest number of goals scored
3. Highest number of points accumulated in competition fixtures between clubs concerned
4. Highest goal difference in competition fixtures between the clubs concerned.
5. Lowest number of red cards accumulated
6. Lowest number of yellow cards accumulated; and
7. Toss of a coin in the event of a ties of two (2) clubs or drawing of lots in the event of a tie of three (3) or more clubs.

11.4. Finals series Player Eligibility

11.4.1. To be eligible to play in the final's series, players must have played a minimum of 5 matches for the club in their respective competition. Clubs may seek special

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dispensation for a player returning from injury who has played less than 5 division games. All request for players returning from injury will be considered on an individual basis.

11.4.2. A player shall be eligible to participate in the SPORT UNE Football League lower division finals series providing that they have participated in more matches in that division than any higher division for the club.

11.4.3. A player who normally plays in a lower division or age group is eligible to play in higher age group during the final series.

11.4.4. A junior player (turning 16) is eligible to participate in any senior division final series.

11.4.5. Clubs may seek special dispensation for the specialist position of goalkeeper. All requests will be considered on an individual basis by the Competition Administrator. It is recommended that 2 goal keepers be nominated per team.

12. Tournaments/Carnivals/Trial Games

12.1. Clubs/teams wishing to compete in tournaments/carnivals must use the UNE Sport brand as their team names (e.g. East Armidale United UNE Sport Football Club) specifically for Insurance management purposes.

12.2. Any club wishing to host a tournament or carnival must submit a request for sanction to Sport UNE for approval.

12.3. Any club wishing to participate in any trial games either within Sport UNE or with other Zones or States must apply no later than 14 days prior to Sport UNE for approval.

12.4. Clubs will receive approval for trial games in writing from Sport UNE.

12.1. Any club or team wishing to participate in these trial games must have ALL their players and officials registered with Sport UNE. Teams must submit a list of ALL players and officials, participating in this trial game.

12.2. Any club team wishing to participate in a tournament/carnival must have permission in writing from their respective clubs.

13. Financial Matters

13.1. Accounts not paid to SPORT UNE by the due date may be subject to a late fee.

13.2. Overdue accounts may render the club ineligible to receive further competition points during the period that account remains unpaid in full UNLESS an agreement has been reached with SPORT UNE.

13.3. Any Club found to be “un financial”, may be in-eligible to play in the final series.

13.4. SPORT UNE reserves the right to impose further penalty where financial obligations of members are not fulfilled in accordance with reasonable terms.

14. General Matters

14.1. Local government ordinances over the distribution of alcohol and smoking at grounds controlled by council – unless otherwise sign posted any ground/field controlled by council, are deemed to be alcohol and smoke free. Such a person breaking the ordinance can be referred to the relevant authorities.

14.2. Nothing contained in any of the regulations for competitions will prohibit the Competition Administrator from making decisions for the proper conduct of the competition in the event of unforeseen circumstances.

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Attachment 1 - Mini Roos Competition Structure

Under 5, 6 & 7

The number of players	4-a-side with no goalkeeper Maximum of three substitutes
The field of play	30m long x 20m wide
Goal size	2m wide x 1m high
Ball size	Size 3
Duration of the game	20 min halves Minimum 5 min half-time break
Penalty area	No penalty area required
Goal Keeper	There are no goal keepers. It is the responsibility of the game leader to discourage children from permanently standing in front of the goal
Ball crossing the touch line	There is no throw in. A player from the opposing team to the player that touched the ball last before crossing the line will place the ball on the touch line and pass or dribble the ball into play. Opponents must be at least 5 metres away from the ball until it is in play. The ball must touch a teammate before a goal is scored.
Ball Crossing the goal line	There is no corner kick. Regardless of which team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponent must retreat to the halfway line and can move once the ball is in play. The ball must touch a teammate before a goal can be scored.
Offside	There is no offside rule. Game leaders should strongly discourage children from permanently standing in blatant offside positions.
Fouls and misconduct	Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres away from the ball when the indirect kick is taken. A goal cannot be scored directly from an indirect kick.
Match Results and points Tables	Points are not applicable in Under 6 & 7 football

Under 8 & 9

The number of players	7-a-side including a goalkeeper Maximum of four substitutes
The field of play	Min 40m long x 30m wide Best Practice 45m long X 35m wide Maximum 50m long X 40m wide
Goal size	3m wide x 2m high
Ball size	Size 3
Duration of the game	20 min halves Minimum 5 min half-time break
Penalty Area	12m wide and 5m deep
Goal Keeper	The goalkeeper can handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with the hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 10 metres outside the penalty area until the ball is in play. The ball is in play once it moves outside the penalty area. An indirect free kick is awarded if the goal keeper touches the ball with their hands after it has been deliberately kicked to them by a teammate.

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Offside	There is no offside rule. Game leaders should strongly discourage children from permanently standing in blatant offside positions.
Ball crossing the touch line	Throw in. A player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5 metres away from the ball until it is in play. A goal cannot be scored directly from a throw in.
Ball Crossing the goal line after touching a defender	Corner kick. A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.
Ball Crossing the goal line after touching the attacking team	Goal kick from anywhere within the penalty area. Opponents remain at least 10 metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area.
Fouls and misconduct	<p>Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5 metres away from the ball when the indirect kick is taken. A goal cannot be scored directly from an indirect kick. For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty is awarded from an 8-metre penalty mark with only the goalkeeper in position. All other players must be outside the penalty area and be at least 15 metres behind the penalty area.</p> <p>Fouls and misconduct are:</p> <ul style="list-style-type: none"> • kicks or attempts to kick an opponent; • trips or attempts to trip an opponent; • jumps at an opponent; • charges at an opponent; • strikes or attempts to strike an opponent; • pushes an opponent; • tackles an opponent from behind to gain possession of the ball; • makes contact with the opponent before touching the ball; • holds an opponent; • spits at an opponent; • handles the ball deliberately; • plays in a dangerous manner; and • impedes the progress of a player.
Match Results and points Tables	Points are not applicable in Under 8 & 9 football

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Under 10

The number of players	9-a-side including a goalkeeper Maximum of five substitutes
The field of play	Min 60m long x 40m wide Best Practice 65m long X 45m wide Maximum 70m long X 50m wide
Goal size	Max 5m wide x 2m high
Ball size	Size 4
Duration of the game	25 min halves Minimum 5 min half-time break
Penalty Area	20m wide and 10m deep
Goal Keeper	The goalkeeper can handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop kick the ball directly from their hands. Opponents must be at least 10 metres outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area or when the goalkeeper places the ball on the ground. An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a teammate.
Offside	Goals can be scored from the offside position. Game Leaders should direct players permanently standing in blatant offside positions to move into onside positions. Children should be made aware of the official offside rule during training and be encouraged to adopt this philosophy during the game at all times.
Ball crossing the touch line	Throw in. A player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over his or her head. The thrower must not touch the ball again until it has touched another player. Opponents must be at least 5 metres away from the ball until it is in play. A goal cannot be scored directly from a throw in.
Ball Crossing the goal line after touching a defender	Corner kick. A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line. Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.
Ball Crossing the goal line after touching the attacking team	Goal kick from anywhere within the penalty area. Opponents remain at least 10 metres outside the penalty area until the ball is in play. Game Leaders should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area.
Fouls and misconduct	Indirect free kicks are awarded for all acts of handball or fouls and Misconduct. Opponents must be at least 5 metres away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal). For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8-metre penalty mark with only a goalkeeper in position. All other players must be outside the Penalty area and be at least 5 metres behind the penalty mark. Fouls and misconduct are: <ul style="list-style-type: none"> • kicks or attempts to kick an opponent; • trips or attempts to trip an opponent;

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	<ul style="list-style-type: none"> • jumps at an opponent; • charges at an opponent; • strikes or attempts to strike an opponent; • pushes an opponent; • tackles an opponent from behind to gain possession of the ball; • makes contact with the opponent before touching the ball; • holds an opponent; • spits at an opponent; • handles the ball deliberately; • plays in a dangerous manner; and • impedes the progress of a player.
Match Results and points Tables	Points are not applicable in Under 10 football

Attachment 2: Disciplinary Regulations

1. The Competitions Administrator

The Competition Administrator may (in accordance with the FFA National Disciplinary Regulations):

- a) Determine and impose mandatory disciplinary sanctions and or impose fines and/or suspensions as per these Competition Regulations or relevant Competition Rules.
- b) Cite a player, team official, or club to appear before a Judiciary Committee.
- c) Suspend, fine, reprimand, caution or otherwise penalise a Player, Team Official, Club or any other persons whom them consider has breached the Laws of the Game, the competition rules and regulations or has brought the code into disrepute.

A Player who is cautioned by a match official or dismissed from the field of play will be dealt with summarily and will automatically receive the penalty for the offence as per the SPORT UNE Disciplinary Regulations. Notification will be made directly to the players club.

2. Appeal Against Disciplinary Sanction Imposed by Competitions Administrator

- 2.1.1.A Player or team official may appeal a sanction imposed by the Competitions Administrator.
- 2.1.2.Should a player or team official appeal a sanction imposed by the Competitions Administrator, they must notify the Competitions Administrator in writing within 72 hours of receiving the summary of disciplinary notification. Received is taken to be club notification.
- 2.1.3.The SPORT UNE Football League Judiciary Chair will, at their sole discretion, review whether the appeal will be heard by:
 - i. The Judiciary Chair
 - ii. The Judiciary Committee
- 2.1.4.A fee for appeal may apply.
- 2.1.5.A Mandatory match suspension cannot be appealed, other than in cases of mistaken identity and obvious error/ serious missed incident. Application for appeal in these cases must be made to the Competitions Administrator within 48 hours of match concluding. Appeals for mistaken identity and obvious error / serious missed incident will be determined by the Competition Administrator.
- 2.1.6.Outcomes of appeals will be provided in writing to the club involved.

3. Appeal Against Disciplinary Sanction

- 3.1.1.A Player or Team Official may appeal a disciplinary sanction imposed by notifying the Competitions Administrator within seven (7) days after the date on which the disciplinary infringement notice was received, using the application form in accordance with SPORT UNE Grievance Resolution regulations and the following Appeal Processes.
- 3.1.2.There is no appeal process for a mandatory match suspension unless it is a case of mistaken Identity and obvious error/ serious missed Incident.

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4. Suspensions

4.1.1.A Suspension is a ban or prohibition imposed on a club or club associate from participating in a match in a specific capacity, either for a period of time, or for a number of matches.

4.1.2.Minimum mandatory suspensions for Red Card offences, are outlined in table:

Table: **Minimum Mandatory Suspensions CODE OFFENCE GRADING GUIDELINES**

PENALTY R1	Denying goal scoring opportunity – Handling the ball	Automatic 1 match
PENALTY R2	Denying goal scoring opportunity or Foul	Automatic 1 match
PENALTY R3	Serious Foul Play	
	1. Careless or reckless tackle	Automatic 1 match (typically, but not limited to, serious foul play when the ball is in play)
	2. Attempting to gain possession of the ball using excessive force	Automatic 1 match
	3. Conduct that endangers the safety of an opponent in a contest for the ball or has the potential to cause serious injury	Automatic 1 match
	4. Conduct causing serious injury	Automatic 1 match
PENALTY R4	Spitting	
	1. Spitting at an opponent or another Club Associate	Automatic 4 match
PENALTY R5	Violent Conduct (typically, but not limited to, serious foul play when the ball is not in play, and/or playing distance)	
	1. Minimal contact with an opponent or Club Associate	Automatic 1 match
	2. Violent conduct and/or attempted violent conduct towards an opponent or Club Associate	Automatic 1 match
	3. Serious and/or premeditated violent conduct towards an opponent or Club Associate	Automatic 2 match
	4. Serious violent conduct that has caused bodily harm	Automatic 3 match
	5. Violent conduct causing, or with the potential to cause, serious injury	Automatic 3 match
PENALTY R6	Offensive, insulting, abusive or intimidating language and/or gestures	
	1. Using language and/or gestures in frustration	Automatic 1 match
	2. Using language and/or gestures directed at another player or Club Associate	Automatic 1 match

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	3. Incitement to violence, or repeated use of offensive language and/or gestures, to another Player or Club Associate	Automatic 2 matches
	4. Use of discriminatory, homophobic, racist, religious ethnic or sexist language and/or gestures	Automatic 4 matches
PENALTY R7	1. Second caution (Yellow Card)	Automatic 1 match
PENALTY R8	Offences against Match Officials	
	1. Unsporting conduct	Automatic 1 match
	2. Using offensive language and/or gestures	Automatic 1 match
	3. Repeated use of offensive language and/or gestures	Automatic 1 match
	4. Unwarranted contact with and/or conduct with a Match Official	Referral to Judiciary Committee
	5. Threatening or intimidating language and/or conduct towards a Match Official or conduct reasonably perceived as a threat of physical violence towards a Match Official or their family or property	Referral to Judiciary Committee
	6. Spitting at or on a Match Official	Referral to Judiciary Committee
	7. Violence towards a Match Official and/or their family or property	Referral to Judiciary Committee
PENALTY R9	Team Official Specific Offences (not covered in R1-R8)	
	1. Delaying the restart of play for the opposition	Automatic 1 match
	2. Deliberately throwing / kick an object onto the field of play	Automatic 1 match
	3. Physical aggressive behaviour towards any person other than a Match official	Automatic 1 match
	4. Entering the field to confront a Match official at half time or full time	Automatic 1 match
	5. Entering the field to confront a Match official during a Match	Referral to Judiciary Committee
	6. Entering the opposing technical area in an aggressive or confrontational manner	Referral to Judiciary Committee
	7. Entering the field to interfere with play or an opposing player	Referral to Judiciary Committee

4.1.3 For the purpose of the Regulations, unless otherwise directed by SPORT UNE, a club associate with a suspension imposed in respect of circumstances where the individual was directly involved in a match, may attend competition fixtures as a

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spectator only but must not participate as either a coach, player or in any official capacity for any SPORT UNE Football League managed competition. This means and includes, but is not limited to a suspended club associate may not:

- a) Enter the field of play for the period of 30 minutes prior to the competition fixture, during half time and 30 minutes after the competition fixture
- b) Be within 10m of the technical area for the period of 30 minutes prior to the competition fixture, during half time and 30 minutes after the competition fixture
- c) Take, or otherwise be involved in, training sessions, warm-ups on match day
- d) Give the team or players instructions, either directly or via third party, on match day (this does not prohibit giving encouragement or barracking)
- e) Be in the change rooms for the period of 30 minutes prior to the competition fixture, during half time and 30 minutes after the competition fixture
- f) Complete match cards
- g) Otherwise approach the match official to discuss any aspects of the match as a representative of the team or club, or otherwise hold themselves out as having authority of a club associate for the match.

4.1.4 Any violation of the rules and regulations may be deemed Misconduct and subject to further SPORT UNE Football League Disciplinary sanctions as follows:

- a) Recommencing the club associate's suspension from the date of the violation of the suspension; or
- b) Referring the matter to the judiciary committee for determination of misconduct.

4.1.5 In all cases where an individual is suspended and ordered to undertake training, provide a written apology, or complete any other tasks as required by the Competition Administrator/Judiciary Committee, the individual shall remain suspended until such time as all aspects of the determination have been satisfied or completed.

4.1.6 Any player or club official who has served a suspension for an accumulation of yellow cards as outlined in Table: Minimum Mandatory Suspensions CODE OFFENCE GRADING GUIDELINES during the competition and subsequently receives a suspension from a direct red will be subject to an additional match suspension:

- (i) The additional match will only be applied once for any red card suspension.
Notification of Suspension/Sanction

4.1.7 Only the player and the club of the player receiving the suspension/sanction will be notified of the outcome.

4.1.8 The result of a disciplinary hearing does not have to be communicated with any other persons.

5. Serving A Suspension

5.1.1.A club associate must serve a suspension without delay and a suspension shall remain in effect until served in full irrespective of a change of status, league, level, or age group.

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- 5.1.2. In all cases until a suspension is served in full, a club associate must not participate in any other match, playing or refereeing, at any level in SPORT UNE Football League Competitions. This includes suspensions that are not totally served in a competition season and that are carried over and served in future or subsequent seasons.
- 5.1.3. A suspension arising out of a Finals Series which is not served in full in that Finals Series shall be carried over to the following competition season in which the club associate participates.
- 5.1.4. Where a suspension is aligned to a number of games played by a specific team and that team has competed its season, the club can make application the Competition Administrator for the suspension to be served with other teams that the club associate NORMALLY plays in. This clause covers club associates who get game-based suspensions when the team that they receive the infringement in ceases to continue to play AND the club associate regularly plays in another team (e.g. junior player playing in senior competitions).
- 5.1.5. If a match is postponed prior to its commencement, such match will not be classified as a match served under suspension for the purpose of calculating a suspension remaining.
- 5.1.6. A match that is abandoned after commencement, or forfeited prior to commencement, shall count as a match served under suspension for the purpose of calculating a suspension remaining, unless:
- (a) Any club or team to which the suspended club associate belongs was responsible for the facts that led to the abandonment or forfeit; or
 - (b) An incident leading to the abandonment or forfeit of a match is referred to the Judiciary Committee.
 - (c) For the avoidance of doubt: where a match is abandoned after commencement, or forfeited prior to commencement, and is subsequently re-played, the abandoned/forfeited match shall not be considered to be a match served under suspension, and the relevant club associate will serve their suspension in the next available match.

6. Accumulation of Yellow Cards

- 6.1.1. A player or club official who accumulates 5 yellow cards during the competition must serve mandatory 1 match suspension.
- 6.1.2. It is the Clubs responsibility to record and monitor all player/team official infringements and impose sanctions in accordance with competition rules and regulations. The Competition Administrator will also advise clubs of when players accumulate yellow cards.

7. Accumulation of Red Cards

- 7.1.1. A player who accumulates the following number of red cards during the competition must serve the following mandatory match suspensions.

1ST Red Card: Mandatory Suspension Player as per advised

2nd Red Card: As per initial suspension + 1 additional match

3rd Red Card: As per initial suspension + 2 additional matches

Finals 2nd Red Card: As per initial suspension + 1 additional match

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7.1.2.Club Official

1ST Red Card: Mandatory Suspension Official as per advised

2nd Red Card and further subsequent Red Cards: Referral to Judiciary Committee

7.1.3.It is the Clubs responsibility to record and monitor all Player/Team Official infringements and impose sanctions in accordance with competition regulations. SPORT UNE will also advise Clubs of when Players accumulate red cards.

8. Misconduct of a Team

8.1.1.SPORT UNE may impose penalties or fines to Clubs for the misconduct of a team which includes, but is not limited to:

- a) Five (5) Players are cautioned or sent off during the one (1) match;
- b) Three (3) Players are sent off during the one (1) match; or
- c) Several Players together make threats or show force against a match official.

9. Match Official Abuse

9.1.1.In addition to any SPORT UNE Disciplinary Regulation sanctions applied, any Player, Team or Club Official found guilty of Match Official abuse, assault, intimidation and/or harassment will be sanctioned in accordance with the SPORT UNE Code of Conduct Regulations with minimum sanctions applied as follows:

a) Player

- i. 1st Offence will receive a minimum two (2) match suspension during which time the Player will not be permitted to attend Club fixtures during suspension and the Club will receive a \$100 fine.
- ii. 2nd Offence will receive a minimum four (4) match suspension during which time the Player will not be permitted to attend Club fixtures during suspension and the Club will receive a \$200 fine.
- iii. If a Player commits more than two offences of Match Official Abuse they will be required to appear before the Judiciary Committee for further sanction.

b) Team or Club Official

- i. 1st Offence will receive a minimum two (2) match suspension during which time the Team/Club Official will not be permitted to attend Club fixtures during suspension and the Club WILL receive a \$100 fine.

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