



**FOOTBALL
QUEENSLAND
CENTRAL**

2020

Football Central Queensland
Competition Rules

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1 DEFINITIONS:

- a) Football Central Queensland (FCQ);
- b) Football Queensland (FQ);
- c) Football Federation Australia (FFA);
- d) Participants: One that participates, shares, or takes part in a football match including, but not limited to: players, coaches, club officials and club supporters (spectators).

2 COMPETITION RULES:

2.1 COMPETITION REGULATIONS:

- a) All matches under the jurisdiction of FCQ and associated Clubs will be played in accordance with the FIFA Laws of the Game. This includes the Regular Season and Finals Series matches.
- b) The competition rules outlined below are in addition to those stipulated in the FIFA Laws of the Game (www.fifa.com).
- c) All Clubs, Players and Officials must comply with and agree to abide by the regulations of Football Federation Australia, Football Queensland and Football Central Queensland including,
 - i. National Registration Regulations;
 - ii. National Disciplinary Regulations;
 - iii. FFA Code of Conduct;
 - iv. FQ Grievance Resolution Regulations;
 - v. FQ Member Protection Policy; and
 - vi. FCQ Rules of Competition.
 - vii. FFA, FQ & FCQ Affiliation Agreements

2.2 COMPETITION STRUCTURE:

2.2.1 Senior Divisions - Men's and Women's:

- a) The composition of the Senior Competition Divisions will be determined by FCQ on an annual basis following receipt of nominations, by FCQ specified date, from registered clubs. Where possible there will be a Premier Men's and Women's within the Zone, along with a First, Second and Third Division for each gender in each Local Region.
- b) All participating clubs may field more than one team in any division other than the premier Division. Clubs may nominate teams in all other divisions but the composition of each division will be determined by FCQ after the completion of grading games. Therefore, FCQ reserves the right to move teams from their nominated division based on grading round performances.

- c) Players may not play for another team in that Division from the same club. Clubs playing a player in both of its teams will be deemed to have played an ineligible player and may face disciplinary action and sanctions.
- d) Players from a separate division may play into another of their club teams within the provision of Clause 3.6. (Player Registration and Eligibility)
- e) FCQ, with direction from Clubs, will determine the number of matches to be played in each division once the final composition is determined.
- f) The team finishing with the most points in each Division at the conclusion of the competition fixture season will be crowned Premiership winners.
- g) At the conclusion of the fixture season, the top four (4) placed teams will participate in a Finals Series to determine the Grand Final Winners and Runners Up.

2.2.2 Junior Competitive Divisions – Under 12 to Youth

- a) The composition of the Junior Divisions will be determined by the FCQ on an annual basis following receipt of nominations, by FCQ specified date, from registered clubs and, where applicable, a series of grading matches. Where possible there will be a First and Second Division for each age group. All junior divisions are to be sanctioned by FCQ prior to commencement.
- b) Within each age group clubs may field more than one team in any Division irrespective of the number of teams they field in other Divisions of that age group. Each team must be able to field a full and separate compliment of players.
- c) Players may not play for another team in that Division from the same club. Clubs playing a player in both of its teams will be deemed to have played an ineligible player and may face disciplinary action and sanctions.
- d) Players from a separate division in the age group may play into another of their club teams within the provision of Clause 3.6. (Player Registration and Eligibility)
- e) FCQ, with direction from Clubs, will determine the number of matches to be played in each division once the final composition is determined.
- f) The team finishing with the most points in each Division at the conclusion of the competition fixture season will be crowned Premiership winners.
- g) At the conclusion of the fixture season, the top four (4) placed teams will participate in a Finals Series to determine the Grand Final Winners and Runners Up.

2.2.3 Junior Divisions – MiniRoo's:

- a) The age groups of Under 5 to Under 11 will play Formats according to the National curriculum issued by Football Federation Australia and Football Queensland.
- b) Full details of formats and guidelines will be issued to clubs prior to the commencement of the playing season, once received from FFA and FQ.
- c) There are no finals in MiniRoo divisions and no records are kept of the scores of games.

- d) FCQ may instruct clubs to combine to form a team in a particular age if it is necessary to form a viable competition. The playing strip will be agreed to by both clubs at the start of the season with FCQ's guidance.
- e) The MiniRoo season will be a split-season of two equal lengths where teams will be able to join half way through the season.

2.2.4 Additional Competitions:

- a) FCQ may conduct additional competitions as it deems appropriate before, during or after the competition season, providing the rules and competitions is sanctioned by FQ for this competition prior to announcement of competition.

2.3 COMPETITION DETAILS:

2.3.1 Match Scheduling:

- a) FCQ will arrange and publish the dates, times and venues of all junior and senior competitions on the national competition management system, considering advice from host clubs on venue availability;
- b) Match scheduling for any competition should be completed no later than one (1) week prior to the commencement of the competition with the exception of the 1st round which will be published on the Tuesday after the completion of grading rounds.
- c) All competitive division will be played under a Home and Away format. Home ground rights will be awarded at the discretion of FCQ in consultation with the Clubs. Where possible, home games will be scheduled equitably on a rotational basis each year. For example, in Year 1 Team A has two out of three home games and in Year 2 it alternates so Team B has two out of three home games.
- d) Where games are played at a neutral venue the home team shall be considered the first team listed in the draw.
- e) Changes to the draw should be made at least one week in advance where practical. FCQ may change the playing field and/or starting time for a game at short notice if circumstances such as the weather, availability (or failure) of lighting, and extra time in other games warrants this. Under the above circumstance's clubs may be asked to negotiate alternative venue with the exception of grading rounds.

2.3.2 Match Results:

- a) The following points will be awarded for matches during the Regular Season:
 - Win = 3 points
 - Draw = 1 point
 - Loss = 0 points
 - Bye = 0 points
 - No Result = 0 points

2.3.3 Duration of Matches – Senior:

- a) All matches will be played over two halves of 45 min halves (Men's and Women's).
- b) After normal time in each half, the referee may add on injury/stoppage time as he/she sees fit;
- c) The half-time interval must be a minimum of five (5) minutes and no longer than Fifteen (15) minutes in duration or as deemed by the referee.
- d) The referee has the right to abandon any match if, in his/her opinion, playing conditions compromise player safety.

2.3.4 Duration of Matches – Junior:

- a) In junior matches the following match duration will be played: -
 - Under 6 to 11 game times shall be as per MiniRoo Football Guidelines;
 - Under 12 shall consist of two halves of 25 minutes each.
 - Under 13 shall consist of two halves of 30 minutes each.
 - Under 14 shall consist of two halves of 35 minutes each.
 - Under 15/16 shall consist of two halves of 40 minutes each
 - If it is a combined age group competition then the game time is for the oldest age
- b) There will be no injury/stoppage time added in Junior games.
- c) The half-time interval must be a minimum of five (5) minutes and no longer than ten (10) minutes in duration or as deemed by the referee;
- d) The referee has the right to abandon any match if, in his/her opinion, playing conditions compromise player safety;

2.3.5 Procedures to Determine Placing after Regular Season:

- a) The position of each team at the conclusion of the regular season will be determined based on the highest number of points accumulated during the regular season.
- b) If two (2) or more teams are level on points accumulated in any junior/senior division, the following criteria shall be applied, in order, until one (1) of the teams can be determined as the higher ranked:
 - i. Highest goal difference;
 - ii. Highest number of goals scored;
 - iii. Highest number of points accumulated in matches between the teams concerned;
 - iv. Highest goal difference in matches between the teams concerned;
 - v. Highest number of goals scored in matches between the teams concerned;
 - vi. Play off between the teams at time and venue as determined by FCQ.

2.4 FINALS SERIES DETAILS:

2.4.1 Format:

- a) The top four (4) teams at the conclusion of the Regular Season will participate in the Finals Series.
- b) The Finals Series format will be as follows:
 - i) Week 1: Qualifying Semi-Final – 1st v 2nd and Elimination Semi Final: 3rd v 4th
 - ii) Week 2: Preliminary Final: Loser of Qualifying Semi v Winner of Elimination Semi.
 - iii) Week 3: Grand Final – Winner of Qualifying Semi v Winner of Preliminary Final
- c) The team which finished in the higher position at the conclusion of the regular season will be considered to be the home team for the first two weeks of finals match, while the winner of the Qualifying Semi-Final will be considered the home team for the Grand Final.
- d) The location of each division's grand finals will be based on the following qualifying semi-final team winners;
 - i) Premier Division 1 & 2: Premier Division 1 Qualifying Semi Final Winners
 - ii) Gladstone Community Men's & Women's: Community Men's Division 1 Qualifying Semi Final Winners
 - iii) Rockhampton Community Men's & Women's: Community Women's Division 1 Qualifying Semi Final Winners
 - iv) Gladstone Junior Competitive Age Groups: Under 16 Boys Division 1 Qualifying Semi Final Winners
 - v) Rockhampton Junior Competitive Age Groups: Under 16 Boys Division 1 Qualifying Semi Final Winners
- e) Should the above qualifying semi-final winners' clubs not have the grounds and/or facilities required to host the grand finals, as deemed by FCQ, that club can then nominate an alternative venue that would meet required standards.
- f) Grand Final Admission Charges. Clubs may not set compulsory gate entry charges but at the discretion of the club can set an optional gate entry donation. Funds raised can go towards club expenses or other worthy causes as deemed by the club.

2.4.2 Procedures to Determine the Winner of all Competitive Finals Series Matches:

- a) If, at the conclusion of any match in the Finals Series, the scores between the teams are equal, then extra time of two (2) equal periods of fifteen (15) minutes for senior, 10 minutes for U13+ Junior Competitive divisions and 5 minutes for Under 12 divisions will be played. The conditions of FIFA Law 8 will apply.
- b) If scores remain equal at the conclusion of both periods of extra time, penalty kicks will be taken, in accordance with FIFA Laws of the Game, to determine the winner of the match.

2.4.3 Player Awards and Trophies

- a) All trophies and prize monies for FCQ competitions will be determined by FCQ.
- b) The teams declared Zone Premiers and/or Champions shall be presented with the associated perpetual trophy and clubs shall undertake to return in the like good order and condition to the FCQ Office on or before the 1st August in the year following their winning the trophy or at such a date as advised by the FCQ Office. Clubs who lose or damage trophies will be invoiced the cost of replacement or repair.
- c) Perpetual Shields/Trophies can be held by the winning club until needing to be returned but must be returned engraved to FCQ prior to 1 August each year. Reminders will be sent to clubs.
- d) The exception to the above is the Wesley Hall Cup which remains at Frenchville Sports Club under the guardianship of a committee of trustees. The Wesley Hall Cup may be transported to finals under strict conditions. A replica trophy is provided to winning teams to hold until needed.
- e) Player of the Match for Grand Final games will be determined by a FCQ nominated person at each Grand Final game. Awards will vary each year as determined by FCQ.
- f) A Player of the Year will be awarded for each competitive division. Before the end of the regular season FCQ will request each team official to nominate a player from their team for the Player of the Year. FCQ will then send out voting papers to the team officials to vote in order for who they deem to be the divisions player of the year. The Player of the Year will be announced after the Grand Final of each division.
- g) Club Fair Play Award Awarded to the club with the best disciplinary record across all competitive fixtures. All clubs will be awarded 1 point per registered competitive player. From the club total 1 point deducted per yellow card and 5 points per red card will be deducted. The winning club will be the one with the best percentage of remaining points at the end of the season. This will be awarded at the Premier Division Grand Final.
- h) Club Championship FCQ will award the Club Champions Trophy to the club that is most successful across all competitive grades in any one season. This will be awarded at the Premier Division Grand Final.

2.5 DEPARTURE FROM NORMAL FIXTURES AND INCOMPLETE FIXTURES:

2.5.1 Forfeits and Non-Participation in a Match:

- a) In the event that a home or visiting team is not ready to commence a match within fifteen(15) minutes of the scheduled kick-off time, the match will be deemed a forfeit and the opposing team shall be awarded the full points and be deemed to have won the match by a score of three (3) goals to nil (0); unless circumstances are beyond their control.
- b) Should a club forfeit a match prior to kick-off, the opposing team shall be awarded the full points and be deemed to have won the match by a score of three (3) goals to nil (0);

- c) Should a club forfeit after a match has commenced, the opposing team shall be awarded the full points and be deemed to have won the match by a score of three (3) goals to nil (0), or the actual goal difference, whichever is the greater;
- d) A Club who forfeits a match will be subject to penalties by FCQ (see Appendix 1), plus compensation of 50% of their opponents travel expenses upon receipts presented to FCQ;
- e) Any team refusing or failing to play the team against which it has been drawn, shall be deemed to have forfeited the game;
- f) A club that persistently forfeits matches, may, at the discretion of FCQ, be withdrawn from any competitions in which the forfeits occur. Teams that forfeit 3 (three) matches in any division in Premier League will be removed from that competition.
- g) In the case of a Club having teams in multiple competitions or Divisions, say Premier League and Community Men, the Club must field the higher division team in preference to the lower division or competition team. Under no circumstances will a Club field a lower division team, say Division 2 in Premier League, and then forfeit a higher division match in the same round or on the same day. Clubs considering forfeiting a Division 2 Premier League match must complete their commitment to the fixture by using players from the Community Men's competition.

2.5.2 Delayed, Postponed, Incomplete and Cancelled Matches:

- a) Matches may be postponed or delayed by FCQ as outlined in Clause 4.5.6 and 4.5.7 on advice from match officials, nominated representatives and venue clubs;
- b) For clubs hosting matches, the appointed club official must provide prior warning and make a decision to postpone any midweek or Friday night games by 2pm on the day of play. For weekend fixtures postponements must be made by 7am for morning fixtures and 10am for afternoon/evening fixtures. Late notifications will be subject to a forfeit, fines and penalties.

2.5.3 Incomplete Fixtures:

- a) Once a match has commenced, the Match Referee has sole responsibility to determine if the match should be suspended or abandoned due to severe adverse weather conditions or matters that may compromise the safety of the participants of the match.
- b) Where a match is abandoned due to adverse weather conditions, the match shall be replayed unless 75% of the match has been played, in which case the result at the time of the abandonment shall stand as the result of the game.
- c) In such cases where it can be proven beyond reasonable doubt that spectator interference causing abandonment has been inspired by a person or persons directly associated with any club, that club may be deemed guilty of serious misconduct through association, and shall be liable to such penalty as determined by FCQ. (2.5.3.e and Appendix 1);
- d) Any team which causes a match to be terminated before its natural conclusion through a mass "walk off" for refusal to allow play to continue shall be deemed to have committed misconduct against FCQ and the offending club will be liable to such penalty as determined by FCQ (see Appendix 1);

- e) Any Club who is found to be responsible, either directly or indirectly, for the abandonment of a fixture, will be subject to disciplinary sanctions (i.e. loss of points and fines), to be determined by FCQ (see Appendix 1); e.g. FCQ may decide to direct any of the following outcomes in the case of play abandonment due to the action of one or both teams:
- That the match be replayed;
 - The game be recorded as a 3-0 win in favour of the opposing team, unless the score at the time of abandonment was of a greater margin in favour of the opposing team, and the points will be awarded to the opposing team;
 - The game be recorded as “NO RESULT” – no points or goals to be awarded to either team;
 - Impose a fine, suspend, expel or take whatever disciplinary action it deems necessary against the offending club/s, player/s and official/s

2.5.4 Request for Replay of Postponed or Abandoned Matches:

- a) Teams must nominate a reschedule game date and time within 7 days of the postponed/ abandoned match otherwise FCQ reserve the right to reschedule all postponed matches at a place and time as it sees fit. Consideration will be taken as to where games were to be played and referee availability;
- b) Should a fixture be abandoned, FCQ shall take into consideration the following factors when considering a request for a replay:
- i) Reasons why the fixture was abandoned;
 - ii) Result at the time of abandonment;
 - iii) The impact on the final league standing of this fixture
- c) FCQ reserves the right to record any outstanding fixtures that have not been completed by no later than one (1) week after the conclusion of the fixture season as a 0-0 draw;

2.5.5 Application for Departure from Fixtures:

- a) Any application for departure from fixtures shall be in writing to the Competition Administrator at least fourteen (14) days prior to the date scheduled. Each request will be determined on its merits.
- b) Any team with three (3) or more players unavailable due to approved by FCQ football representative duties within their division will be entitled to have their match postponed i.e. Junior Representative players for Junior competitions or Senior Representative players away from Senior competitions. Applications must be made at least fourteen (14) days prior to the scheduled fixture.

2.5.6 Withdrawal from Competition Season:

- a) If any team in the competition withdraws during the fixture season, then the recorded results for that team will be deleted and a bye in the competition may be substituted;

- b) FCQ may re-arrange the draw so that the teams that were due to play the withdrawing team have a bye. Where the competition already had a bye in each round, FCQ may change the draw as it sees fit to eliminate the bye.
- c) Teams enduring a bye, after the withdrawal of a team, shall be awarded points as if the withdrawing team had forfeited that game. The number of byes encountered by each team will be equal until the end of the regular competition. Any team undertaking additional byes will receive the additional points, subject to FCQ and/or the competition administrators' approval.
- d) The club involved will be subject to potential disciplinary action, sanction and penalties by FCQ (see Appendix 1)

3 PLAYER REGISTRATION AND ELIGIBILITY:

3.1 PLAYER REGISTRATION:

- a) Players participating in competitions under the jurisdiction of FCQ, may be registered as Amateur Players or Professional Players in line with the provisions established in the National Registration Regulations;
- b) Amateur Players are permitted to be registered at any time. However, Amateur players are not permitted to re-register with another club within the FCQ after 30th June each year. The Rules of Competition may also restrict a player's eligibility for Finals Series;
- c) Additional players may be registered at any time;
- d) New registrations must be active in the FCQ registration system 24 hours before the game in order for newly registered players to be included in the next competition game;
- e) Professional players must register directly with FCQ prior to the 30th June;
- f) FCQ may register a Professional Player outside the Registration Periods only if: -
 - i) That Player is not currently bound by a Professional Player Contract.
 - ii) That Player is a goalkeeper and FCQ is satisfied that the Club has a justifiable reason for the request and has provided appropriate evidence;
 - iii) FCQ is satisfied, in its absolute discretion, that exceptional circumstances exist, including if a Player is seeking registration arising out of the termination of the Participation Agreement of his former Club or he has terminated his Standard Player Contract for Just Cause.
- g) The registration of a player with a club is effective from the date of registration as entered on FCQ online registration system. Unless cancelled earlier, registration is effective from the date of registration until 31st December of that year;

3.2 AMATEUR PLAYER REGISTRATION PROCESS:

- a) When registering an Amateur Player for the season, the Club must complete the Registration process as defined by FQ; The player is not considered registered until his/her status is active.

- b) Football Queensland will request any International Transfer Certificates (ITC) necessary for players that were last registered with an overseas Federation.
- c) On fulfillment of all requirements, the Player will be registered to FCQ.

3.3 PROFESSIONAL PLAYER REGISTRATION PROCESS:

- a) When registering a Professional Player for the season, the Club must complete the Registration process as defined by FQ; The player is not considered registered until his/her status is active.
- b) Football Queensland will request any International Transfer Certificates (ITC) necessary for Players who were last registered with an overseas Federation; Players must not take the field until their ITC has been approved and they are active within the FCQ registration system.
- c) On fulfillment of all requirements, the Player will be registered to FCQ.

3.4 PLAYER INSURANCE:

- a) Player Accident and Associated Liability Insurance cover is taken out by Football Queensland. Policy details and claims procedures are available on the FQ website.

3.5 VISA PLAYERS:

- a) If the player's country of birth is not Australia, clubs must check the player's residential/visa status prior to registration. Clubs must abide by all appropriate regulations as advised by Football Federation Australia and Football Queensland;
- b) Football Queensland will request any International Transfer Certificates (ITC) necessary for players that were last registered with an overseas Federation.
- c) Clubs are permitted to sign an unlimited number of visa players.

3.6 PLAYER AND TEAM OFFICIAL ELIGIBILITY:

3.6.1 General:

- a) The eligibility of a player to participate in matches under the jurisdiction of the FCQ is finalised upon receipt and approval of all necessary forms and appropriate clearances by FCQ;
- b) A player is eligible to play in matches under the jurisdiction of FCQ, provided he/she is registered in line with Football Federation Australia National Registration Regulations, Football Queensland Registration Procedures and Football Central Queensland Registration Procedures;
- c) A player is eligible to play in matches under the jurisdiction of FCQ, provided he/she is not under suspension by any Federation;
- d) A registered player is eligible to take part in matches under the jurisdiction of FCQ provided their name appears on the team sheet prior to the commencement of the match;

- e) For matches using substitution rules, a player who is listed as a Reserve and does not take the field is deemed not to have played;
- f) For matches using interchange rules, any player who is listed on the team sheet is deemed to have played, unless marked DNP (did not play) by the match officials.

3.6.2 Senior Competition

- a) Players must **be turning** 16 years of age, male, or 15 years of age, female, during the calendar year to play in senior FCQ competitions. Players who are eligible and turning 16 years of age, male, or 15/16 years of age, female, must be registered in their age competition. Players must play two thirds of the age competition to be eligible to play in the senior final series. Players may play no more than two senior games per week.
- b) Should a club not have a nominated team in the age competition then player exemption requests for players to be assessed must be made via the FCQ Player Exemption request form.
- c) Clubs may demote a maximum of four (4) players from the previous higher division game, provided that no player shall be demoted more than one club team, ranked by division, at a time. This provision applies for all competition season and final series matches.
- d) In the event any team in the higher division has a bye, that club may demote a maximum of four (4) players from the previous higher division game. This provision applies for all competition season and final series matches.
- e) Players playing up or down into a division which contains two teams from their own club, after playing three (3) games with one team must remain in that team and are ineligible to play for the other team in the same division. i.e. they cannot play three games in each team of the same division they play up or down into. The player may still play back in their relevant division. e.g. Community Div. 2 player plays into Community Div. 1 Black three times and Community Div. 1 Blue two times. He is no longer eligible to play in Community Div. 1 Blue but can play in Community Div. 1 Black and return to his Community Div. 2 team; Prem Div. 2 player plays down in Community Men Team A three times and Team B twice. He no longer can play for Team B but can continue assisting Team A.
- f) Women participation in the men's competition – clubs with both women and men's teams are allowed to include no more than four (4) experienced female players in a men's team, especially if such a scenario prevents a forfeit. Female players must be over the age of 18 in the year they are playing to be considered eligible for consideration. If clubs have multiple teams across divisions, borrowed players may play in any division. In the event there are multiple men's teams in a division, then Rule 3.6.2 (e) above that deals with borrowing across multiple teams should be considered.

3.6.3 Junior Competitive

- a) Players must participate in their eligible age unless the Club has insufficient players of that age for a team. In that circumstance, players 1 year below may be included to make a team. For example, a 14-year-old may play in the Under 15/16 competition and a 12-year-old may play in the Under 13 division however he would not be eligible to play in a straight Under 14 competition.

- b) A player's age is declared at midnight 31st December each year.
- c) Should a club not have a nominated team in the age competition then player exemption requests for players to be assessed must be made via the FCQ Player Exemption request form.
- d) Lower division leagues can have composite age teams. Where combined age groups are required, FCQ and FQ sanctioning is required and written applications will only be considered;
- e) Where a club has two (2) teams playing in the same division within an age group, players will not be permitted to interchange between teams at any time during the season, unless during grading rounds. No movement will be permitted once competitions start.
- f) Junior Players playing up from a lower division after playing three (3) games with one team in the same division are no longer eligible to play in the other team in the higher division. The player can still play in their own age group.
- g) A team using a player from a lower division/age group at the expense of available players from their own team is in breach of the spirit of this rule and may be subject to disciplinary action.

3.6.4 MiniRoo Football

- a) Players must turn at least five years of age during the calendar year to register. Younger children can participate in the Kickoff program if this is offered;
- b) A player's age is declared at midnight 31st December each year.
- c) The integrity of the competition in each age group should receive priority. Where combined age groups are required, FCQ and FQ sanctioning is required and written applications will only be considered;

3.6.5 Player Eligibility for Finals (Senior & Junior):

- a) For players to be eligible to play in the Finals Series, a player must have played at least one third (1/3) of fixture matches for that team as indicated on the FCQ competition management system. Players will also then be eligible to play in a higher division for the final series.
- b) For Juniors playing senior who are turning 16 years of age, male, or 15 years of age, female must have played two thirds of the age competition to be eligible to play in the senior final series.
- c) Through his/her club a player may request dispensation to play in the finals when insufficient matches have been played, as per 3.6.5 (a) and (b) eligibility. Evidence such as a medical certificate or work roster must be lodged with the zone by the nominated date for FCQ to consider the request.
- d) Prior to the Final series, players who have played an equal or greater number of games in a higher division than a lower division will be classified as a higher division player and cannot participate in the lower division finals with exception of rule 3.6.5 (b)

- e) Prior to the final series, a list of players names for teams participating in the finalseries are to be forwarded to FCQ five (5) working days prior to the commencement.

3.6.6 Team Official Eligibility

- a) All Team Officials must be registered with the FCQ registration system. Upon registration, an Identification Card will be issued which must be worn when performing specified duties;
- b) Team officials are only recognised if club officials have appointed and registered them in the FCQ registration system.

3.7 PLAYER/TEAM OFFICIAL INELIGIBILITY:

- a) Any player/team official not registered in line with Football Federation Australia National Registration Regulations, Football Queensland Registration Procedures and Guidelines and Football Central Queensland Registration Procedures and Guidelines for the current season, is considered ineligible and is not permitted to participate in any match;
- b) Any player/team official under suspension by any Association/Federation will be deemed ineligible, and is not permitted to participate in any match until that suspension is served;
- c) Any player/team official in breach of the regulations competitive competition matches as outlined in Clause 3.6 is considered ineligible;
- d) Any club is permitted to lodge a protest through the FCQ website JotForm regarding the alleged fielding of an ineligible player/team official. The protest must be lodged by a registered club executive committee member within 48 hours of the completed fixture;
- e) FCQ reserve the right to complete random checks and investigate the eligibility of any player/team official who participates in any of its competitions.

3.8 PENALTIES AND OUTCOMES:

- a) Any club who fields an ineligible player/team official will be subject to disciplinary sanctions as determined by FCQ;
- b) If it is established that a player/team official competing in any match was not legitimately registered or was ineligible to play, then the following will apply: -
 - i) The club found guilty shall forfeit any goals scored and points gained in that match, and the points and match will be awarded to the opposing team.
 - ii) The game will be recorded as a 3-0 win in favour of the opposing team, unless the goals scored were of a greater margin in favour of the opposing team.
 - iii) FCQ will impose a fine, suspend, expel or take whatever disciplinary action it deems necessary against the offending club or player.

- c) In the event that it is established that both clubs competing in any match fielded players/team officials who were not legitimately registered or were ineligible to participate, then the following will apply: -
- i) The match will be deemed as a “NO RESULT”, whereby, no points will be awarded;
 - ii) FCQ will impose a fine, suspend, expel or take whatever disciplinary action it deems necessary against the offending clubs or players/team officials.

4 FOOTBALL AND MATCH DAY OPERATIONS:

4.1 FACILITIES / GROUND CONDITIONS:

Each Local Area Coordinator and/or club must take all reasonable steps to maintain its pitch in good condition throughout the season. FCQ may require an Local Area Coordinator and/or Club to take such steps as it may prescribe from time to time if it is not satisfied that the pitch is being maintained to an adequate and acceptable standard.

- a) The Club must ensure;
- i) The ground is correctly marked, including the technical area, as per FIFA Laws of the Game;
 - ii) It provides suitable goal nets, safely fastened to the ground and corner flags;
 - iii) It provides toilets/dressing rooms for players and match officials that are hygienic and clean;
 - iv) Where possible, separate dressing rooms and showers are required for referees and assistant referees at all matches. Admission to these dressing rooms is denied to any players, members of the public and club officials, before or after the match, without the permission of the referee(s) and in consultation with the Ground Official.
 - v) It has adequate toilet/refreshment/canteen facilities open to the public; Canteen facilities must only be provided for rounds with two or more scheduled matches however access to water must be available.
 - vi) It provides a safe environment for players, officials and spectators.
 - vii) The playing surface must not cause a danger to players
 - viii) No glass bottles/glasses are to be brought in or used within the grounds.
- b) Any club whose facilities do not meet the requirements specified may be liable to disciplinary action, including fines by FCQ.

4.2 LIGHTING:

- a) Clubs wishing to host night matches during the season must submit field lighting audits as requested for approval by FCQ. Recommendations for football field lighting detailed in the Australian Standard AS2560 Part 2.3 ‘Lighting for Football’ includes: Minimum Service Luminance Lux (Average) 100 and Minimum Uniformity Ratio (Min: Ave) 0.5 for competition matches. To achieve this level for the whole season, the Minimum Service Luminance (Average) at the commencement of the season should be 110 Lux.

The following must be adhered to when supplying readings:

- i) The report must be provided by a person authorised to provide lux readings
- ii) Reports must be supplied when requested
- iii) Reports will be valid for a period of twelve (12) months only and must be re-supplied each year prior to or on the date of expiry of the current reading
- iv) Night matches will not be scheduled to clubs with expired lux readings.

4.3 THE TECHNICAL AREA:

- a) Each Club must have Technical Areas clearly marked as stipulated by FIFA guidelines and provide sufficient seating to allow all personnel to be seated during the match.;
- b) The Technical Area should be clearly marked out, extending no further than one (1) metre on either side (left and right) of the designated seating area (extra seats should be available for use in addition to permanent seating if necessary) and extends forward up to a distance of one (1) metre from the side line;
- c) For all matches played during the Regular Season and Finals Series, a maximum of ten (10) persons are permitted to occupy the Technical Area for each Club during any fixture. This includes the five (5) named substitutes and up to five (5) Team Officials;
- d) Occupants of the Technical Area must be either a registered Player wearing a bib, or a registered Team Official wearing the appropriate accreditation at all times;
- e) Team officials not wearing the appropriate accreditation may be asked to leave the technical area and may receive a warning, loss of points or a fine.
- f) A Player or Team Official who is under suspension must not occupy a seat in the Technical Area.
- g) Only one person at a time is authorized to convey tactical instructions to the players during the match and he must return to his position after giving these instructions.
- h) The coach and other officials must remain within the confines of the Technical Area, except in special circumstances, for example, a team physio or doctor entering the field of play, with the referee's permission, to assess an injured player;
- i) All substitutes must be seated within the Technical Area. Substitutes are permitted to warm up outside of the Technical Area, provided they are wearing bibs or an alternative coloured uniform to the team strip;
- j) All occupants of the Technical Area must behave in a responsible manner. The referee has the right to eject any person from the Technical Area at any time as he/she sees fit. The game will not recommence until that person has left to the referee's satisfaction;
- k) Smoking and drinking alcohol within the confines of the playing barrier fence is strictly prohibited. This includes the team bench within the Technical Area and all of its occupants.
- l) Parents and/or spectators are not permitted within 10m of the Technical Area as identified by signage or painted lines. Anyone abusing this ruling may be asked to leave the grounds.

4.4 MEDICAL:

All Clubs must provide spectator and player medical support service during scheduled matches.

4.4.1 Stretchers:

- a) Clubs must ensure the availability of at least one stretcher suitable for first aid and emergency use at all scheduled matches.

4.4.2 Ambulance Access:

- a) Unrestricted access to the field of play shall be provided for Ambulance vehicles when required and be clearly signed.

4.4.3 Water Bottles:

- a) For safety reasons, water bottles are not to be thrown either on or off the field.

4.4.4 Blood Ruling:

- a) In the event a player suffers an injury or wound which results in the loss of blood, the match official will request that the injured player receive attention outside the field of play and only when the match official is satisfied that the injury or wound is safely covered and contained, will the player be permitted to re-join the game;
- b) In the event the player's uniform or attire is splattered with blood, the match official will instruct that player to change his attire before being permitted to re-join the game;
- c) Should the injured player be required to change his uniform, then the match official will show discretion in allowing the player to wear an alternative numbered shirt if necessary.

4.4.5 Head Injuries:

- a) In the event a player suffers a head injury the match official will request that the injured player receive attention outside the field of play. Where possible cause for concussion is a concern the match official may refuse to permit the player to re-join the game;

4.4.6 Heat Management Strategy:

- a) When high temperatures occur on match day, the Match Referee or the Competition Administrator delegate may determine:
 - i) To play the match under standard conditions;
 - ii) To play the match with provision for extra breaks for consumption of fluid;
 - iii) To delay the match; or
 - iv) To postpone the match.
- b) The decision to incorporate these provisions should be based primarily on the assessment of the potential medical risk of playing in the heat to both the Players and Match Officials.

- c) All clubs, players and match officials are requested to please note the following when high temperatures occur on match day:
 - i) If the temperature is 32° or above, water bottles should be made available and placed along the sidelines to enable any player to take a drink during the course of the game;
 - ii) If conditions are considered extreme by the match referee, he or she has discretion to allow a two (2) minute break during the course of each half.

4.4.7 Extreme Weather Conditions:

- a) In extreme weather conditions, the Club officials in conjunction with the appointed match official reserves the right to postpone, delay or abandon any fixture;
- b) The Club officials is to then meet with a Referee official and jointly inspect the field to ascertain a number of factors, which will include:
 - i. Is the ground considered safe for the players and the match to proceed?
 - ii. If so, how many matches can be played, taking into account all factors including the likely weather conditions and the expected state of the ground?
- c) The designated representatives will then reach a decision regarding the schedule of matches with the Club officials responsible for advising the opposition club and appointed Referees in the event matches are to be postponed;
- d) Early morning inspections are to be organized with the designated club representative when conditions are such that there is doubt as to the safety of the ground as per rule 2.5.2 (b). In cases of light rain only, the match referee will inspect prior to the match itself.
- e) In the event of the cancellation or abandonment of a fixture through rain rendering grounds unplayable, all such fixtures shall be played or replayed at a time and under such conditions as FCQ shall determine as per rules 2.5.2 – 2.5.5.

4.5 GENERAL MATCH DAY INFORMATION

4.5.1 Match Balls:

- a) The Clubs are responsible for providing a minimum of three (3) match balls for all senior fixture games. Junior competitive and MiniRoo teams are to provide 1 official match ball each per game. All match balls are to be FCQ approved branded match balls and meet the below size requirements:
 - i) Size 3: Under 5, 6, 7, 8 & 9 age group competitions
 - ii) Size 4: Under 10, 11, 12 & 13 age group competitions
 - iii) Size 5: Under 14, 15, 16, 17, 18 & Senior competitions
 - iv) Where combined age groups exist, the competition will use the ball size specified for the oldest age group.

- b) The designated home team at each senior match shall ensure that three (3) match balls are supplied to the Match Official prior to the commencement of the match. All three balls shall be of the same brand and must be a licensed match ball of “match ball” quality;
- c) Referees will report breaches of the match ball licensing arrangement to FCQ. Licensing regulations provide that any clubs that breach the licensing requirements may be liable for a fine for each breach.

4.5.2 Playing Strips:

- a) All clubs must nominate and register their strips with FCQ before the start of each season;
- b) All clubs must nominate a “Home” strip and have available an “Alternate” strip. The alternate strip (shirt, shorts and socks) should not clash with their nominated “Home” strip.
- c) All first named clubs will be deemed the "Home" team and therefore will play in their nominated colours;
- d) In the event there is a clash of colours with the visiting team, it will be the responsibility of the visiting team to change into their alternative strip;
- e) Goalkeepers may wear any colour provided it does not clash with either team or each other or referee/assistants.
- f) All playing strips must have numbers on the back of the jerseys, including a different number for each Goal Keeper with the exception of the MiniRoo football formats.

4.5.3 Player Equipment:

- a) It is the match referee’s responsibility to ensure all players taking the field of play are wearing equipment that is safe to themselves and other persons.
- b) All players must abide by the Laws of the Game in relation to wearing of shin guards,
- c) The wearing of undershorts / undershirts and tights must only be worn as per FIFA directives as set out in the Laws of the Game from year to year i.e. the colour must match the predominant colour on the sleeve/short of the playing strip. Where two dominant colours prevail teams must select to use one colour so all players wear the same colour.
- d) Tape applied externally must match the colour of the socks (stockings) as to that part of the socks it is applied to as per FIFA directives as set out in the Laws of the Game from year to year.

4.5.4 Jewellery:

- a) In accordance with FIFA “Laws of the Game”, a player is forbidden to wear any jewellery. Please note the covering of jewellery with tape is not permitted except for medical alert bracelets/necklaces.
- b) If medical alert bracelets/necklaces are worn they must be covered by tape except for the medical information must be visible.

4.5.6 Alcohol:

- a) It shall be the licensed Club responsibility to enforce all Liquor Licensing requirements in the sale and responsible service of alcohol;
- b) Should persons be in breach of these rules, the ground official should advise such person to conform to the rules immediately. Should such person/s refuse to adhere to the request, the ground official shall be at liberty to contact the police to have such person/s removed.

4.5.7 Smoking:

- a) Smoking is banned within 10 metres of viewing and playing areas at organised under-18 sporting events. The ban also applies during training and at any intervals or breaks in play. The coverage of the ban includes the sporting ground or playing area, public seating at the grounds and any other area reserved for use by the competitors and the officials. This also includes a 10-metre non-smoking buffer zone from all of these locations.

Under current state legislation smoking is not permitted at any sporting matches unless within a properly designated area. Refer Queensland Government Tobacco Laws: <http://www.health.qld.gov.au/public-health/topics/atod/tobacco-laws/default.asp>

4.5.8 National Flags, Slogans, Emblems:

- a) No club should display national flags, slogans or emblems at home venues under any circumstances, with the only exception being the Australian flag. Clubs will be allowed to dress/decorate their respective social clubs (internally) as they see fit provided flags, slogans or emblems are not visible from the playing arena.
- b) FCQ reserve the right to request the removal of any national flags or slogans at any time. The incorporation of national flags, slogans or similar emblems on any part of the player's attire or the uniform worn by a Club official is strictly prohibited.
- c) Clubs found to be in breach of this provision may be subject to disciplinary action and sanctions.

4.6 GROUND OFFICIALS:

- a) It is the responsibility of each competitive team participating in matches to provide Ground officials for each match. Ground officials must be 18 and over and not under the influence of alcohol.
- b) Ground Officials must be in clearly identifiable, wearing identification including a Ground Official uniform vest as specified by FCQ.
- c) Ground Officials must arrive at Referee rooms 10 minutes prior to kick off to escort referees to the field. They must also escort them off and on at half time and off the field at the completion of the match.
- d) If a Ground Official is not present to escort referees to the field then referees will not leave the referee room to commence the match.

- e) If a Ground Official has not arrived by 15 minutes after the scheduled kick off time then the game will be abandoned and the match awarded to the away team.
- f) For neutral venues a Ground Official from the home team must complete the above including finals.
- g) The ground official cannot be the coach, manager or player whose game is in progress.
- h) The duties of the club ground official, on match days, are many and varied. The smooth running of the day calls for an efficient and vigilant ground official ready for whatever comes along. The ground official should:
 - i) If an official referee is not present, ensure that a referee is arranged either by the club or by consent of the two teams playing.
 - ii) Document if the spectator's behaviour is disorderly and if there is any abuse to the referee or his assistants, player's or other spectators.
 - iii) Direct and assist any ambulance if called to attend a player or any other person.
 - iv) Be of assistance wherever possible.
 - v) Refer to the ground official checklist provided by FCQ

4.7 TEAM OFFICIALS:

- c) All Team Officials must be registered with the FCQ registration system. Upon registration, an Identification Card will be issued which must be worn when performing specified duties;
- d) All Team Officials must conduct themselves in accordance with the FFA Code of Conduct.
- e) FCQ may impose disciplinary action upon such persons and Clubs, where it is found that Team Officials have breached the Code of Conduct.
- f) Team officials are only recognised if club officials have appointed and registered them in the FCQ registration system.
- g) Team Officials must remain within the Technical Area and are required to wear their Identification Card at all times. Team Officials not wearing the appropriate identification will not be permitted to be situated in the area during the match and be subject to disciplinary sanctions and fines;
- h) Team officials are responsible for ensuring players behave in an appropriate manner at all times before, during and after any game;
- i) Team officials are not to argue or address any disagreements or comment directly to a referee. Any complaints should be completed by a club executive member via the appropriate FCQ online JotForm;
- j) Only A team official can enter the field of play when the referee indicates to do so.

4.8 SUBSTITUTIONS:

- a) For all male Premier 1st Division matches, each team can make up to five (5) substitutions (including a goalkeeper), with no more than five (5) substitutes listed;
- b) For all other divisions, unlimited interchange will be permitted, with no more than five (5) substitute players permitted to be named on the team sheet;
- c) Only players names listed on the team sheet are permitted to take part in the match;
- d) All substitutions/interchanges can only occur at a break in play with the approval of the referee and must take place at the halfway line;
- e) All substitutions/interchanges made at half time must enter the field from the half way on the referee's signal just prior to kick off of the second half; Players may leave the field of play from any point of the field at half time.
- f) All substitutes must be seated within the Technical Area in identifiable substitute bibs;
- g) Substitutes are permitted to warm up outside of the Technical Area, provided they are wearing bibs or an alternative coloured uniform to the team strip.

4.9 MATCH DAY TEAM SHEETS:

- a) One team sheet per team, as provided electronically are an official legal document and shall be completed on FCQ competition management online software before the match, with any match day amendments made in ink, complete with names (including starting line-up for Premier League), are to be presented to the Referee's at least 15 minutes prior to the scheduled kick-off time.
- b) All Players, reserves and team officials must be on the team sheet before entering the field of play.
- c) A maximum of five (5) reserves may be named on the team sheet;
- d) If fewer than eleven (11) names are on the team sheet when it is handed to the referee, additional names may be added up until the scheduled start time.
- e) If eleven (11) players take the field at the commencement of a match, a player whose name is not included on the team sheet handed to the referee before the start of the match, shall not be allowed to take part in the match;
- g) For matches using substitution rules, a player who is listed as a Reserve and does not take the field is deemed not to have played (rule 3.6.1 (e));
- h) For matches using interchange rules, any player who is listed on the team sheet is deemed to have played, unless marked DNP (did not play) by the match officials (rule 3.6.1 (f));
- f) Immediately following each fixture, the referee shall complete the official team sheet in consultation and with confirmation with his/her assistants prior to completing all copies of the Team Sheets, Referee Summary and any Send-off/Incident Report Forms;

- g) Within 10 minutes of the completion of the match a team official must sign the team sheet once the referee has completed the team sheet, checking result, goals and cards. If the club official doesn't sign the team sheet and there is a discrepancy, there will be no right of appeal. At this point team officials may take an electronic screenshot of the team sheet or transfer the information onto paperwork for their records.
- h) After the match it will be the referee's responsibility to keep the official team sheet and submit this and any reports of misconduct by players and/or officials on the appropriate misconduct forms to the FCQ venue managers by 10am Monday morning
- i) It will be the club's responsibility to enter the results into the FCQ competition management system by Monday morning at 10am. Fines will be issued to clubs that have incomplete or incorrectly entered results after this time.
- j) For midweek fixtures results and reports must be submitted and entered by 10am the next day.
- k) At the conclusion of each match, Team Sheets, Referee Summary & Send-off/Incident Report Forms from the appointed match official will be accepted transcript. All decisions of the match referee regarding the facts connected with play (including whether a goal is scored or not, and the result of the match) are considered final
- l) There are no requirements for MiniRoo's teams (U6-U11) to fill in team sheets;

4.10 CLUB RESPONSIBILITIES

It is the club's responsibility to ensure:

- a) It has a minimum number of seven (7) players to commence the match;
- b) That it does not list more than sixteen (16) players on the team sheet;
- c) All players taking the field are eligible to play;
- d) The names of all players taking the field of play correctly and listed on the team sheet are printed or in legible writing. If the player's name is declared illegible by FCQ or Club Officials, that player may be deemed as "not played". If the said player receives a Yellow/Red card during the match, then the club will be deemed to be in breach of the Rules of Competition with regards to Player Eligibility and the club may be subject to disciplinary action;
- e) All players are ready to commence the fixture at the scheduled kick-off time;
- f) All players wear the appropriate licensed apparel, before taking the field of play;
- g) That the details recorded on the completed team sheet are accurate and signed by a Club official upon conclusion of the match.
- h) That all results are updated on the FCQ competition management system by Monday 10am for weekend matches or 10am the next day for weekday matches.

4.11 MATCH OFFICIALS INFORMATION

4.11.1 Referees and Referee Assistants:

- a) Only referees who have registered, paid and been made ACTIVE in the FCQ Referee Registration system will be appointed to official FCQ Matches
- b) Other than MiniRoo games, all FCQ fixtures and competitions must be controlled by a registered referee or as per 4.11.1 (d).
- c) Referees for all FCQ fixtures and competitions shall be appointed by a Referee Appointments Officer or similar.
- d) In the event the appointed centre referee does not arrive then one of the appointed assistant referees should take control of the match. In the event the appointed referee and the assistant referees do not arrive the following process will be applied.

Unqualified club officials will be appointed on agreement of both teams. If such an agreement cannot be arrived at then the home club official will make the appointment. If either team refuses to take the field a forfeit will be awarded to the other team.

- e) Under 4.11.1.(d) the referee's decision shall be final. If an official turns up late he will take control of the match.
- f) Where referees attend grounds that are then deemed unplayable prior to the commencement of the match the referee must be paid the full match fee for the first game he has arrived to officiate as per 4.11.1.(g).
- g) Payment of referee fees in accordance with the current year fees shall be the responsibility of:
 - i) Each club where games involving a club is for fixtures set by FCQ
 - ii) 50% to be paid by each club including where a game is rescheduled to an alternate venue other than the home club due to wet weather, insufficient lux reading, venue unavailability etc.

4.11.2 Referee Summary of Team Sheets, Send Off and Incident Report Forms:

- a) The referee must check that clubs do not list more than sixteen (16) players on the team sheet for any match;
- b) Immediately following each fixture, the referee shall complete the official team sheet in consultation and with confirmation with his/her assistants prior to completing all copies of the Team Sheets, Referee Summary and any Send-off/Incident Report Forms (Rule 4.9 (f));
- c) Within 10 minutes of the completion of the match a team official must sign the team sheet once the referee has completed the team sheet, checking result, goals and cards. If the club official doesn't sign the team sheet and there is a discrepancy, there will be no right of appeal. At this point team officials may take an electronic screenshot of the team sheet or transfer the information onto paperwork for their records (Rule 4.9 (g)).

- d) After the match it will be the referee's responsibility to keep the official team sheet and submit this and any reports of misconduct by players and/or officials on the appropriate misconduct forms to the FCQ venue managers by 10am Monday morning (Rule 4.9 (h)).
- e) The referee shall report to FCQ misconduct or misdemeanour on the part of spectators, officials, players, named substitutes or any other persons which take place whether on the field of play or in its vicinity at any time prior to, during, or after the match in question, so that appropriate action can be taken by FCQ in accordance with FFA National Disciplinary Regulations, FFA Codes of Conduct, FCQ Disciplinary Regulations or FCQ Competition Rules
- f) It will be the club's responsibility to enter the results into the FCQ competition management system by Monday morning at 10am. Fines will be issued to clubs that have incomplete or incorrectly entered results after this time (Rule 4.9 (i))
- g) Team Sheets, Referee Summary & Send-off/Incident Report Forms from the appointed match official will be accepted as transcript.
- h) For midweek fixtures results and reports must be submitted and entered by 10am the next day (rule 4.9(j)).
- i) Late and incomplete submissions of team sheets and reports by match officials will result in a fine as per Appendix 1.

4.12 NON-ATTENDANCE OR UNAVAILABILITY OF MATCH OFFICIAL:

- a) Should the appointed match official fail to honour his/her appointment, then the next most senior match official will be appointed to take charge of the fixture;
- b) In the event the appointed match official is late on arrival, then the replacement match official (as above) will take charge of the fixture until the appointed match official is ready to take over;
- c) In the event no registered match official is present to take charge of the match, then the designated "Home" club shall consult the visiting team and appoint a match official to take charge of the match. This match official has the same powers as a registered match official;
- d) All clubs are obligated to fulfill all fixtures regardless of whether the appointed match official is present to take charge. Should any club fail or refuse to participate in any fixture on the above grounds, then:
 - i. The match will be recorded as a 3-0 win in favour of the opposing team, and the points will be awarded to the opposing team;
 - ii. In the event both teams refuse to play, FCQ reserves the right to award a "NO RESULT", fine both clubs and take further disciplinary action.
- e) In circumstances where only one Assistant Referee has been appointed to a senior game, the designated "home" team is obliged to provide a club assistant to assist the match referee.

5 DISCIPLINARY REGULATIONS:

5.1 COMPETITION

Football Central Queensland adhere to the Football Queensland State Disciplinary Process, National Disciplinary Regulations and the Football Queensland Grievance Procedures. Please refer to these documents regarding all disciplinary regulations and processes.

5.2 CODE OF CONDUCT

- a) The published FFA Code of Conduct aims to promote and strengthen the reputation of football in Australia by establishing a standard of performance, behaviour and professionalism for its participants and stakeholders
- b) Any breach of the Code of Conduct will result in disciplinary action and the imposition of sanctions by FCQ in accordance with the provisions outlined in the Code

5.3 FINANCIAL STATUS FOR PARTICIPATION IN COMPETITION

- a) Clubs will be invoiced throughout the year for affiliation fees, referee fees, merchandise and any applicable fines. Clubs will be emailed invoices directly and payment is due within 14 days of the invoice. If not paid within 14 days a reminder notice will be emailed out to clubs. If a club accumulates accounts or due payments are outstanding 30 days or more from the invoice date, Football Central Queensland shall take the following actions
 - i) All teams within the club will play for zero points until such time all accounts in arrears are paid in full.

Appendix 1 – Schedule of Fines & Charges

Clubs may be asked at the beginning of the season (i.e. before the first fixture) to lodge a cash bond, which annually FCQ will hold in trust, club moneys for their “Good Behaviour Bond” for the following season. This will not include any bond forfeited by any club during the year. The good behaviour bond will be calculated to cover all player registration fees, match official fees and team nominations.

1	FORFEITS	
	All Competitive Teams with Reasonable Notice Premier Divisions (48 hours before game) All Other Divisions (24 hours before game)	1 st Offence: \$100 2 nd Offence: \$200.00 3 rd + Offence: \$400.00
	All Competitive Teams without Reasonable Notice Premier Divisions (less than 48 hours before game) All Other Divisions (less than 24 hours before game)	1 st Offence: \$100 + referee fees 2 nd Offence: \$200.00 + referee fees 3 rd + Offence: \$400.00 + referee fees
	MiniRoo's: Under 5 – 11 with Reasonable Notice (24 hours before game)	\$0.00
	MiniRoo's Under 5 – 11 without Reasonable Notice (< 24 hours before game) FCQ reserves the right to apply fines	\$0.00 - \$50.00
2	RINIGING IN OF PLAYERS	As per Disciplinary Decision
3	TEAM WALK OFF	\$550.00 plus referee fees
4	SPECTATORS CAUSING ABANDONMENT OF MATCH	As per Disciplinary Decision
5	INELIGIBLE PLAYERS	
	In Fixtures - Competitive and Non-Competitive	3 - 0 loss result (competitive) \$300.00 (all divisions)
7	TEAM SHEETS	
	Incomplete or hard to read (illegible) team sheets	\$5 + \$5 each offence thereafter
	Supply of incorrect team sheet	\$50.00
	Club failure to lodge results in competition management system by specified time.	\$50.00
	Referee failure to submit team sheets and reports to FCQ Venue Mangers by specified time	50% of match fee
8	WITHDRAWAL OF TEAMS/ LATE NOMINATION OF TEAMS	
	After draw is published to web - Premier 1 & 2	\$500.00
	- Senior (Men & Women)	\$200.00
	- Junior	\$100.00
	- MiniRoo's	\$50.00
9	BREACHES IN PROVIDING APPROPRIATE GROUND OFFICIALS	\$250.00
10	DETRIMENTAL STATEMENTS IN PUBLIC (including media and social media)	\$1000.00 plus suspension as per disciplinary regulations
11	NON-USE OF SANCTION MATCH BALLS	\$200.00
13	DISCIPLINARY PLAYERS	
	Suspended players	Fines as per Disciplinary Procedures
	Team Misconduct	Fines as per Disciplinary Procedures
14	DISCIPLINARY - COACHES & MANAGERS	
	Suspended or Removed from the Technical Area	Fines as per Disciplinary Procedures
15	DISCIPLINARY - SPECTATORS	
	Verbal abuse of match officials and / or players as per referee incident report	1 st Offence by club: Warning 2 nd Offence by Club: Loss of all club team points for that week