

COMBINED BATHURST / ORANGE FOOTBALL COMPETITION PLAYING RULES

1. COMPETITION

- a) The Bathurst & Orange Associations may conduct the competition each year in age groups as determined by the Bathurst / Orange joint panel.
- b) These rules shall cover age groups as determined by the Bathurst / Orange joint panel.
- c) The rules set out in the Combined Bathurst / Orange playing rules must be adhered or penalties may be imposed (see rule 19). Any matters not covered by these rules must be referred to the Bathurst/Orange joint panel; generally speaking, in the event of a situation not addressed by these playing regulations then the playing rules of the Association managing the relevant venue will apply.
- d) All decisions of the Bathurst/Orange joint panel can be appealed to Football NSW Western Branch.
- e) The joint panel shall consist of ONE nominated official from each area and a panel of TWO executive members from each joint association.

2. COMPETITION POINTS AWARDED

Win	3 Points.
Draw	1 Point.
Loss	0 Points.
Win by Forfeit	3 Points and 3 Goals.
Loss by Forfeit	-3 Points and -3 Goals. (Minus Points and Goals).
Byes	0 Points

Washouts are to be determined by the Joint Panel as per rule 17.

3. MATCH BALLS

- (a) 10 to 13 years age group : Regulation Football NSW approved Size 4 Ball.
- (b) 14 to All Age and Ladies : Regulation Football NSW approved Size 5 Ball.
- (c) Both teams must present to the appointed referee at the commencement of the match one regulation soccer ball as above in playable condition and inflated correctly for each match it plays to be used as a match ball.

4. PLAYING TIMES

- (a) Under 12 Girls FFA Small Sided Football Rules.
- (b) 13 to 14 years 30 minutes equal halves, 5 minutes half time break.
- (c) 15 to 16 years 35 minutes equal halves, 5 minutes half time break.
- (d) Stoppage time to be played *at the discretion of the appointed referee.*
- (e) Teams are allowed 10 minutes from the scheduled kick off time to take the field as per Rule 13.

5. PLAYING STRIP

- (a) Where in the opinion of the referee, colours clash the **AWAY TEAM** must change.
- (b) Each team must wear the same correct club coloured strip, shirts, shorts and socks and **MUST** have correct highly visible numbers which are not to be duplicated.

6. REFEREES

- (a) All referees fees shall be paid to their local association in the manner accepted by their home Association **EXCEPT** when teams are playing away from home at the other associations home grounds then **THE HOME TEAM** pays **BOTH** teams match referees fees to the local association referee.
- (b) In the event of a forfeit **the team forfeiting** shall pay both teams match referees fees and the forfeiting **club** will be sent a forfeit match bill for the forfeiting matches.
- (c) All Referees shall be appointed by the respective local appointments officers.
- (d) Should a Referee fail to appear within five (5) minutes of the stipulated starting time the Coaches of both teams shall each referee one half (1/2) of the match or agree to appoint a suitable person to referee that game. This rule shall also apply where no Referee has been appointed to the game

7. PLAYER AND TEAM REGISTRATION

- (a) Each team must register with their own **LOCAL** association.
- (b) All intending players shall ensure that they are registered on an official registration form and only those players are eligible to play.
- (c) A late registration **cannot play** until that players name is on an official registration form and duly signed verified and authorised by his local association as per rules 7a and 7b and is fully financial.
- (d) Age determination will be 1st of January each calendar year to the 31st of December each calendar year, (ie): the age that player turns that calendar year. For example if

a player turns 14 years between 1st January and the 31st December then that player is eligible to play under 14 years for that year.

- (e) **No player** can play for more than one team in the **SAME** age group within the same competition even if the other team is short of players.(eg: Cannot play for Under 14 boys Blue and under 14 boys White).
- (f) All players must be registered with Football NSW before they can play.
- (g) A player must play **ONE THIRD** of the season rounds in any eligible age group competition to be eligible **to PLAY FINALS (ROUNDED UP)**, except in the case of a player being sidelined through injury and/or illness, determined at the discretion of the Bathurst/Orange Joint panel. A washout is counted as a reduction of one round in this case.
- (h) **NO OVERAGE PLAYERS** are permitted to play down in any age group competition, except at the discretion of the Bathurst/Orange Joint panel.
- (i) **NO MORE THAN (3)** three Dual Registered players, who are dual registered with a State league club team, are to appear on the match card or play in any one team in any one match, and their dual registration must be noted on the match card.
- (d) Players who hold Dual Registration under **CLAUSE (i)** and who have played 1st grade for a State League team at any time in the current year must only play in 1st grade.
- (e) Players who hold Dual Registration under **CLAUSE (i)** and who have played 2nd or reserve grade for a State League team in the current year must only play in 1st or 2nd grade.

8. **PLAYER IDENTIFICATION**

- (a) The competition shall be played under the ID CARD system ,that is a **recent clear** photo of the player attached on a registration card or association approved sheet which must include details of the players Name, Certified Date of Birth, Address, Current club to which the player is registered and current ID number.
- (b) **TWO CARDS, or Association approved sheets,** must be prepared for each player and verified by the association registrar, one copy to be held by the team coach and the other to be held by the players' local association registrar.
- (c) Both cards or sheet must be complete as per 8 (a) and must be signed and dated at the commencement of each playing year by the local association registrar before the player is deemed to be registered and can play for that season.
- (d) It is the responsibility of the **TEAM COACH or MANAGER** to inspect the opposing teams photo ID cards (**NOT THE REFEREE**).

- (e) **NO PROTEST** will be accepted for player eligibility or identification if the I.D cards **are NOT CHECKED PRIOR to the match kick off.**
- (f) If any team fails to produce their ID cards prior to kick off, it must be reported to the association committee member at the ground and the referee to be notified the game shall be played under protest and the result **will not be recorded** until the Bathurst / Orange committee has heard and reviewed the matter and made a decision to record the result or issue a breach.
- (g) Should an ID card not be available at the commencement of the match for an individual player ,then the said player **SHALL** be eligible to play in the match, but the concerned player must sign the match card next to his name and a protest should be noted on the back of the match card, and the matter referred to the Joint Committee for consideration of action.

9. MATCH CARDS

- (a) Official match cards **MUST** be used for every match played in Bathurst / Orange joint competition.
- (b) It is the home teams responsibility to provide the match card and the card must be completed by both teams and handed to the referee prior to the commencement of the game.
- (c) Each player's **NAME** and **ID Number** must be **PRINTED** on the match card to correspond with the number on the playing strip s/he is wearing, and must be legible. Pre printed sheets attached to cards are acceptable but due care must be exercised to ensure they are permanently attached.
- (d) The player must sign next to their printed name **ONLY** if their identification is challenged (per rule 8 (g)).
- (e) The managers of both teams must sign the match card at the completion of the match to verify the score and the card details are correct, and said signature will indicate their agreement to the details on the match card.
- (f) Each team will be permitted a maximum of **(16) sixteen** names on the card only.
- (g) When **LESS** than **(11) eleven** players names appear on the match card and further players arrive **AFTER** the game has commenced their names can be added to the match card ,but **ONLY UNTIL** (11) eleven players are entered on the match card. In the case of ID cards of the late comers these can be checked at the completion of the game.
- (h) A player **PLAYING UP** an age group must note their **NORMAL** age group on the match card beside their name and ID number or signature.
- (i) Match cards **MUST BE** submitted to each nominated association contact by **6.00pm** of the day of the match. Out of town clubs **MUST CONTACT** nominated association contact, with the match results by Telephone, Facsimile, or Email by

6.00pm of the day of the match. Match cards **MUST THEN BE** posted to the nominated contact address, by the first working day following the match.

- (j) Match cards are to remain with the home association where the match was played for handing to the local association competition secretary and it is the responsibility of the winning team to submit the match cards. In the event of a drawn game, it is the responsibility of the home team to submit the card.

10. SEND OFFS AND CAUTIONS

- (a) Any player sent from the field with a **RED CARD** by the referee shall receive an automatic **(2) TWO Round** suspension from any competition endorsed by Football NSW. A round for the purpose of suspension shall be the next game in which the player's club team participates; a washout or bye is **NOT classed** as a round.
- (b) The joint Orange / Bathurst P&D has the right to call up a player if in their opinion the offence warrants stern action. Such disciplinary hearings will be conducted by the Association responsible for managing the playing venue at which the incident occurred. The disciplinary committee will invite representatives from both Associations to conduct the hearing.
- (c) Should any player receive **(5) FIVE YELLOW CARDS** (cautions) the player shall receive an automatic **(2) TWO** round suspension from the joint Orange Bathurst competition. This **DOES NOT** include (2) two cautions handed out in the one match that constitutes a red card .Rule 10(a) applies in this case.
- (d) Players have the right to appeal to a joint Bathurst / Orange P&D Appeals committee upon payment of a **\$100.00 APPEAL FEE** which will be refunded if the appeal is successful.
- (e) As per FIFA directives any player sent from the field of play **MUST** serve a minimum of one week suspension from any competition endorsed by Football NSW.
- (f) Subject to Rule (e), players that have lodged an appeal as per **RULE 10 (d) SHALL** be eligible to play in joint Bathurst / Orange competition matches while waiting for their appeal to be heard and a decision made.
- (g) All caution and send off reports must be exchanged between Bathurst and Orange.

11. PROTESTS

When a team wishes to lodge a protest of any kind for any match or incident said protest shall be forwarded to the home competition secretary **IN WRITING WITHIN (3) THREE DAYS** of the incident or match for the joint Bathurst / Orange panel to deliberate. No protest will be accepted if this rule is not followed.

12. REPLACEMENTS

Unlimited interchange is permitted during all Bathurst / Orange joint competition matches.

13. FORFEITS

- (a) Any Team not appearing on the field within **(10) TEN Minutes** of the scheduled kick off time shall forfeit the match and **RULE 6 (b) WILL** apply to referees' fees.

A team must have **(7) SEVEN players** for a match to commence, or Rule13(a) will apply.

- (c) A Notice of a Forfeit must be **IN WRITING** to the Joint Bathurst / Orange Competition secretaries or nominated official **NO LATER** than **48 HOURS** prior to the scheduled match. **FAILURE to Notify** will result in **RULE 6(b)** applying to the Forfeiting team failing to notify for cancellation of appointed referees.

14. DEFERMENTS

Deferments will only be granted for special circumstances and **MUST BE APPROVED** by the Joint Bathurst / Orange Panel, and will only be approved if applied for on the correct forms in the appropriate time period as set out below.

ANY TEAM wishing to **APPLY** for a deferment must complete the Bathurst / Orange Deferment form (Version 2006/01) and **SUBMIT** this to the Joint Bathurst / Orange Competition Secretaries or nominated official **NO LATER** than **FOURTEEN (14) DAYS** prior to the scheduled match.

For any match deferred, the Joint Bathurst / Orange panel will set the new date, time and venue for the game to be played which shall be no later than **(3) THREE WEEKS** after, and can be up to **(3) THREE WEEKS** prior to the scheduled game deferred.

Failure to play the new set match time and date then **Rule 13 applies**.

15. GROUNDS

It is the responsibility of the **HOST** Association to control all spectators at their grounds.

It is the responsibility of all coaches to abide by the coaches code of conduct, all parents are required to abide by the parents code of conduct, and all players to abide by the players code of conduct.

16. FINAL SERIES

- (a) **Semi Finals and Finals in the Junior age competitions** will be played at the **HOME GROUND** of the team that finished higher on the competition ladder unless stipulated elsewhere by the Joint Bathurst / Orange panel.

- (b)) **Semi Finals and Finals in the Women's competitions** will be played at the relevant Bathurst or Orange **ASSOCIATION HOME GROUND; GRAND**

FINALS in all competitions will be played at the **ASSOCIATION HOME GROUND** of the **Major Semi Final Winners**, unless stipulated by the joint Bathurst / Orange panel. Clubs not affiliated with either the Bathurst or Orange Associations will play Grand Finals in either Bathurst or Orange.

- (c) If any game is drawn at the end of normal time and a win / loss result is required then an extra 10 minutes each way shall be played. If the game is still drawn at the end of extra time then the winner will be decided on a penalty shoot out to be conducted as per FIFA laws of the game.
- (d) Players must play no less than **ONE THIRD** of the competition within a grade and team to be eligible to play for that Grade and team in the finals. **SEE Rule (7)**.

17. **WASHOUTS**

Washouts will be determined by the joint Bathurst / Orange panel and a decision will be made no later than 7.30am on the morning of the match.

A round may be declared a wash out if the majority of games in that round are considered unplayable by the Committee managing the affected venue.

No Points will be awarded for complete washout rounds and no complete washout rounds will be replayed.

FINALS: Wash outs occurring during the Finals series will be played on the following Tuesday and if still unplayable on the next Thursday. In the event of the Semi Finals and Final, if the game(s) are still unplayable then the team which is higher on the competition ladder will proceed to the next stage. In the event of the Grand Final being unplayable, joint winners will be declared

18. **RULE BREACHES**

Breaches of any of the rules or above clauses will be referred to the Bathurst / Orange joint committee panel for determination of any penalties to be imposed and **COULD** result in the following penalties being applied:

- Fines of payments to the joint associations not exceeding \$200.
- Loss of Competition Points and Goals.
- Opposing teams awarded Points and Goals.
- Continued Breaches could lead to disqualification from the competition.

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