

**2018**

**BATHURST ORANGE**  
**COMBINED**  
**COMPETITION**  
**PLAYING RULES**

# COMBINED BATHURST / ORANGE FOOTBALL COMPETITION PLAYING RULES

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## 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	3 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) 17 years              40 minutes equal halves, 5 minute half time break.
- e) Stoppage time to be played at the discretion of the appointed referee.
- f) 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 without the required notice, 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) The Joint Competition will use exclusively the FFA My Football Club registration system.
- b) Player registration may be carried out by Club Registrar, or via self registration.
- c) All players must be registered on MFC, and accepted and made active by the player's club prior to taking the field.
- d) The minimum acceptable data submitted is First Name, Last Name, DOB, Address and Phone Number.
- e) All players must be allocated, or graded, to a team on MFC before the start of the competition.
- f) Players may apply to be reallocated or graded to other teams within the club and grade registered provided the request is made to the Association Registrar in writing, either in hard copy or electronically.
- g) Registrations are valid until December 31st of the current year.
- h) Registrations close June 30th each year, but consideration for late registration can be made upon written request to the BDF committee.
- i) Each player shall have a clear recent colour photo uploaded onto MFC.
- j) Photo ID sheets as produced by MFC registration are official "documents". The integrity within them is guaranteed by FFA via MFC, and the sole responsibility of each club. As such there is no need to remit these sheets to Associations registrars. However should any club be found to be deliberately and fraudulently creating this data, they will be liable for action under section 18 of these playing rules.
- k) These ID sheets will be valid until December 31st of the current year only.
- l) As per MFC guidelines any player not accepted and made active on MFC by June 30th, will be deemed not to be registered.

- m) Age determination will be 1st of January each calendar year to the 31st of December each calendar year, ( i.e.): 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.
- n) 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).
- o) 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.
- p) NO OVERAGE PLAYERS are permitted to play down in any age group competition, except at the discretion of the Bathurst/Orange Joint panel.
- q) NO MORE THAN (3) three Dual Registered players, who are dual registered with an NPL Youth league 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.
- r) Players who hold Dual Registration under CLAUSE (q) and who have played 1st grade for a NPL Youth team at any time in the current year must only play in 1st grade.
- s) Players who hold Dual Registration under CLAUSE (q) and who have played 2nd or reserve grade for an NPL Youth 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) It is the responsibility of the TEAM COACH or MANAGER to inspect the opposing teams photo ID cards / sheets. (NOT THE REFEREE).
- c) NO PROTEST will be accepted for player eligibility or identification if the I.D cards are NOT CHECKED PRIOR to the match kick off.
- d) 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.
- e) 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. Should the card be signed by both managers, the details on that card shall be final and binding.
- f) Should a manager not agree with the result listed on the card, the scorers or notations as to sanctions, they **SHOULD NOT** sign the card, and note the reasons why on the comments section on the match card, or if this is not available send a written statement to the relevant Association Committee person either by mail, or electronically, within 24 hours of the incident.
- g) Each team will be permitted a maximum of (16) sixteen names on the card only.
- h) 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.
- i) 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.
- j) Match cards **MUST BE** submitted to each nominated association contact by 8.00pm of the day of the match. All Clubs are required to enter the result of



each match on the ODFA E Score system on the ODFS Website by 8pm 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.

- k) 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 sterner 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 (1) ONE 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.
- b) A team must have (7) SEVEN players for a match to commence, or Rule13(a) applies.
- 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 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, after consultation with the team being asked to defer, 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) 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.
- c) 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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