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**BY-LAWS OF THE  
QUEENSLAND CHRISTIAN  
SOCCER ASSOCIATION INC.**

**EFFECTIVE 10 May 2017**

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## **1. DEFINITIONS**

### **1.1 OVERVIEW**

These By-Laws are issued to cover the nomination of teams, the registration and eligibility of players and the conduct of matches organised by the Queensland Christian Soccer Association Inc., and are to be interpreted in the spirit in which they have been written.

### **1.2 DEFINITIONS**

FIFA:	Federation Internationale de Football Association.
home team:	The team named first on any match draw whether or not the match is being played on that team's home ground.
junior player:	A player aged not older than fifteen (15) years of age at 31 December of the previous year and registered in a member club's junior team.
Laws of the Game:	The Laws of the Game ("LOTG") including directions issued thereto as issued by FIFA from time to time.
QCSA	Queensland Christian Soccer Association Inc., also known as "the Association"
QCSRA:	Queensland Churches Soccer Referees Association Inc - an affiliated Association.
SCM:	The Standing Committee of Management appointed pursuant to the Rules of this Association.
senior female player:	A female player aged not less than thirteen (13) years of age at 31 December of the previous year and playing in a member club's senior women's team.
senior male player:	A male player aged not less than fourteen (14) years of age at 31 December of the previous year and playing in a member club's senior men's team.
unqualified player:	Any registered player found by SCM to have broken any By-Laws or rules of this Association may be declared an unqualified player.

### **1.3 GENDERS**

Words implying any gender include the other gender, except where gender specific registration applies.

### **1.4 COMMUNICATIONS**

This covers any means of QCSA accepted communication (such as post, email, telephone, etc.)

## **2. GENERAL**

### **2.1 LAWS OF THE GAME**

Unless stated to the contrary in the By-Laws of the QCSA, the FIFA LOTG will apply.

## **3. REGISTRATION OF CLUBS, TEAMS, DETERMINATIONS OF DIVISIONS AND WITHDRAWAL OF TEAMS**

### **3.1 DIVISIONS**

The SCM shall issue a schedule of dates for the annual renewal of club membership, the nomination of teams, and the determination of divisions.

- (1) After the final nomination of teams the SCM shall prepare a draft schedule of divisions.
- (2) Each Club shall be entitled to attend a meeting set by the SCM for the determination of divisions and to make reasonable representations as to which division(s) each of the teams nominated by the Club shall be placed.
- (3)
  - (a) The Premiership Competition will comprise of a minimum of eight (8) teams per division, where possible.
  - (b) When twelve (12) or more teams are nominated for an age group for any one (1) competition, the SCM may allocate those teams into divisions. Unless the Clubs that have nominated teams agree unanimously to play in a competition of fewer than six (6) teams a division for that age group must comprise a minimum of six (6) teams.
- (4)
  - (a) As a general principle the top two (2) premiership teams of a division in the preceding year will be promoted to the next higher division in the succeeding year and the two (2) last teams of a division in the preceding year will be relegated to the next lower division in the succeeding year.
  - (b) A team returning from the same club in the next appropriate age is considered to be the same team when deciding age groups and divisions for the new season.
  - (c) A club has the right to object to proposed divisions as set by Fixture Committee.
- (5)
  - (a) Where teams move into a graded competition covering the whole Association for the first time from a zone based competition, Fixture Committee shall, in determining divisions, be guided by the results of the previous competition to establish divisions that are fair and competitive for the whole Association.
  - (b) Where teams return after missing a year or more of competition, Fixture Committee shall, in determining divisions, be guided by the team's previous results to establish divisions that are fair and competitive for the whole Association.

### **3.2. WITHDRAWAL OF TEAMS**

- (1) A Club withdrawing any team from the Association's competition after the date set for the team nomination shall be subject to the appropriate fine and/or penalty.
- (2) Where a team is withdrawn during the course of a season any player registered in that

team may apply to the SCM for permission to be registered in another team and/or another club.

- (3) Where a team withdraws from a division and a round of fixtures amongst the teams in that division has not been completed, all points gained by the remaining teams for matches played against the withdrawn team in an incomplete round are lost.

## **4. PLAYERS**

### **4.1. GENERAL**

The SCM shall issue a schedule of dates for the annual renewal of club membership, the preliminary nomination of teams, the final nomination of teams, and the determination of divisions.

- (1) A person may participate in any match under the control of or sanctioned by this Association provided that that person is:
  - (a) registered as a player for the Association for the particular age group or division, or is playing in a higher age group as provided by these rules;
  - (b) named on the match card as it appears on the registered player information;
  - (c) not under a suspension issued by the Chairperson of the Committee on Discipline; and
  - (d) not an unqualified player.
- (2) A player registered with a Club or Organisation shall be under the jurisdiction of such Club or Organisation until the end of the soccer season and must not be registered with or play for any other Club or Organisation that is a member of the Association, unless a transfer or permission has been granted by the SCM. (Refer also By-law 6. Transfer of Players).

### **4.2. REGISTRATION PROCEDURE**

- (1) A player who desires to play for a Club or Organisation, registered as a member of the Association, must provide the required player registration information and photo (where applicable) to the Association.
- (2) The player registration information provided by the applicant player and signed/approved by a member club official must be lodged for registration with the Association.
- (3) Players may not play until acknowledgment of registration has been received from the QCSA.
- (4) Any team may be formed from joint clubs, with a single club solely responsible for that team. Each year the joint clubs must obtain the approval of SCM before such team is able to be accepted into any QCSA Competition.



#### **4.3. AGE QUALIFICATION**

- (1) A player registered in their official age group, shall be under that age as at 31st December of the previous year, e.g., a player eight (8) years of age at 31 December the previous year shall have an official age of Under 9.
- (2) If the SCM has any doubts as to the credentials or age of any player taking part in the Association's competition, it shall have the power to call upon such a player or Club/Organisation to which they belong, or for which they have played, to prove that they are a qualified player according to the Rules. Failing satisfactory proof, the SCM may disqualify such player, and may remove the Club/Organisation from the competition or impose such other penalty, as it deems fit.
- (3) In the Under 6 and 7's and in the Under 8's, players must be older than four (4) years and five (5) years of age (respectively) as of 31st December of the year previous to when they are registered.
- (4) Players who wish to register to play with the Association in all Junior teams from Under 9 and above, cannot be registered to play in an age group which is more than two (2) years above the lowest official age group in which the player can be registered, without approval being received from the SCM, e.g., a player eligible to play Under 9's but is registered in an Under 10 team can fill in for Under 11's but no higher.
- (5) A club may register up to four (4) players in the Over 30 Women's competition that are no younger than 25 years of age as at 31 December the previous year. This age allowance will cease after the 5<sup>th</sup> year of competition.
- (6) In the Over 30 Men's competition, a club may register one (1) player per age group that is no younger than 29 years of age as at 31 December the previous year.
- (7) In the Over 40 Men's competition, a club may register one (1) player per age group that is no younger than 39 years of age as at 31 December the previous year.

#### **4.4. REGISTRATION IN A LOWER AGE GROUP**

- (1) A Club may register no more than two players per team one (1) year below their official age group up to an including the U14 age group.
- (2) Notwithstanding players playing down as a consequence of the preceding clause, a Club may make application including appropriate evidence to the SCM to allow any Junior Player with a physical or intellectual disability to be registered in a lower age group and the SCM shall give sympathetic consideration and play the player in the best possible team for the player concerned.
- (3) Two players no older than 20 years of age as at 31 December the previous year shall be allowed to be registered in an Under 17/18 competition where the Association is conducting a competition for that age group and a club is nominating a team in that age group.
- (4) Two players no older than 16 years of age as at 31 December the previous year shall be allowed to register in an Under 15/16 boys competition.
- (5) Three players no older than 16 years of age as at 31 December the previous year shall be allowed to register in an Under 15/16 girls competition.

- (6) Three players no older than 13 years of age as at 31 December the previous year shall be allowed to register in an Under 12/13 girls competition.

#### **4.5. JUNIORS PLAYING IN A HIGHER AGE GROUP DIVISION**

- (1) In any one (1) season each junior player may play no more than four (4) matches in a higher age group or higher division with one (1) or more of the club's teams, without losing their original registered age group and team status.
- (2) Players can only be borrowed to play in a higher age group, where the player can be registered to play in that age group [see By-Law Section 4.3(4)] and the player is registered with that club.
- (3) A player found to have played more than FOUR (4) matches in a higher age group or higher division shall be considered to have lost their original registered age group and team status.
- (4) A player whose name appears on the Match Card of any competition organised by the Association shall be deemed to have played.
- (5) Once a player is borrowed on their FIFTH (5<sup>th</sup>) game, they cannot play in any other team except the team in which they played their FIFTH (5<sup>th</sup>) borrowed game.
- (6) Junior male players cannot be nominated on the Match Card to play in senior men's game unless the age of the player is fourteen (14) years or more as at 31st December of the previous year. Male players cannot play in any female competitions.
- (7) Junior female players cannot be nominated on the Match Card to play in a senior women's game unless the age of the player is thirteen (13) years or more as at 31st December of the previous year. Female players cannot play in any male competitions.

#### **4.6. SENIOR PLAYERS**

- (1) Where a Club has senior teams participating in more than one division each registered senior player in that club may play FIVE (5) matches in a higher division, with one or more of the club's teams, without losing their original registered age group and team status.
- (2) A player whose name appears on the Match Card of any competition organised by the Association shall be deemed to have played.
- (3) Once a player is borrowed on their SIXTH (6<sup>th</sup>) game they cannot play in any other team except the team in which they played their SIXTH (6<sup>th</sup>) borrowed game.
- (4) A player may only be borrowed from a lower division, except for the Overage Competition which may borrow up to two (2) players from a higher division as long as the player is of the correct age.
- (5) A player may not be borrowed down from a higher division from the last five (5) rounds of the competition.

#### **4.7 GENDER SPECIFIC REGISTRATIONS**

- (1) Mixed teams (male and female) will only be allowed in all Junior age groups up to and including Under 14 competitions.

#### **4.8. EFFECT OF PLAYING AN INELIGIBLE, UNREGISTERED OR UNQUALIFIED PLAYER**

- (1) In the case of a team fielding an ineligible/unregistered/unqualified player, winning a match, it shall lose the three (3) points it has won. It will also lose all goals “for” but retain all goals “against” for that particular match. The innocent team, in this case the loser, will be allocated three (3) points and will retain all goals “for”.
- (2) In the case of a guilty team losing a match, the guilty team shall lose all goals “for” but retain all goals “against” for that particular match. A three (3) point penalty will be applied against the guilty team. The innocent team, in this case the winner, will only be allocated the original three (3) points and shall retain all goals “for”.
- (3) In the case of a draw, the guilty team shall lose the one point it had earned for the draw and all goals “for” but retain all goals “against” for that particular match. An additional two (2) point penalty will be applied against the guilty team. The innocent team will then be allocated an additional two (2) points, *i.e.*, a total of three (3) points for the match and retain all goals “for”.
- (4) Where teams or clubs intentionally infringe, SCM reserves the right to impose further penalties to the club, team or teams involved.

#### **4.9. MORE THAN ONE TEAM IN THE SAME DIVISION**

- (1) Where a Club has more than one (1) team in a division, players cannot play for the other club team(s) in that division.

### **5. REGISTRATIONS PER TEAM**

#### **5.1. MAXIMUM REGISTRATIONS PER TEAM**

- (1) The maximum number of players allowed to be registered at any one time shall be as follows:-
  - (a) Under 6, 7 and 8 9
  - (b) Under 9 up to and including under 14's 15
  - (c) Under 15's to Over 30's 20
  - (d) Over 40's 22
  - (e) Premier League 40
  - (f) Seven A Side 12

#### **5.2. DEREGISTRATIONS**

- (1) Players may be deregistered to allow new players to be registered, but such deregistered players may only be re-registered during the current season with the same Club after permission is granted by the SCM.

- (2) Clubs cannot de-register players after the first fixture round. This is to be done by the QCSA Registrar and a reason for the de-registration must also be given. It is up to the Registrar to accept or take to the next SCM meeting.
- (3) Clubs cannot de-register suspended players or players under any discipline action.
- (4) Clubs may be charged a fee to de-registering players and registering new players once the maximum number of players in a team is reached.

## **6. TRANSFER OF PLAYERS**

### **6.1. TRANSFERS FROM CURRENT TEAMS WITHIN THE SAME YEAR**

- (1) If requested by Clubs, the Registrar can use their discretion to transfer, or to decline a transfer of a player between teams within the same Club of this Association, after the first fixture round. If need be, the Registrar can seek SCM advice on a case by case basis if there are any reservations.

### **6.2. TRANSFERS FROM DISBANDED TEAMS**

- (1) Where a team or a Club/organisation disbands during the course of a season, any of the players registered in that team or Club/organisation may apply to the SCM for permission to be registered in another team and/or with another club.

### **6.3. TRANSFERS FROM ANOTHER CLUB**

- (1) Any player wishing to transfer to another club during the playing season must complete the Official Player Transfer Form signed by the player/parent, the old club and the new club and return the completed form to the QCSA Registrar for SCM approval.
- (2) All players have the right to appeal to the SCM through the appropriate QCSA designated Officer should they dispute any information provided on the form by their previous club.

## **7. PLAYER IDENTIFICATION PROCESS**

### **7.1. REGISTERED PLAYER INFORMATION**

- (1) Each registered player is issued with a unique club/player identification number. (Club xxx/Player yyyy)
- (2) Players registered in Under 6, 7 and 8 teams will have a player identification number, a photo is optional.

### **7.2. SAFE KEEPING OF REGISTERED PLAYER INFORMATION**

- (1) Team manager and/or representatives in charge of the team shall be responsible for the safe keeping of their team members registered information at all matches.

### **7.3. CHECKING REGISTERED PLAYER INFORMATION**

- (1) All registered information of players competing in a match are to be checked by the opposing team manager, for qualification to play according to the By-Laws, prior to commencement of the game. Failure to comply with this process will limit SCM's ability to clarify the player's registration status, if required.

### **7.4. REGISTERED PLAYER INFORMATION NOT PROVIDED**

- (1) Players of teams failing to present registered player information prior to the match, must sign the match card in the space provided and the manager (or representative) makes an appropriate notation on the card. Failure to follow this process may deem the player unqualified. Refer to fines and penalties as set at the AGM.

## **8. PLAYER INTERCHANGE**

### **8.1. COMPETITIONS USING INTERCHANGE**

- (1) The following rules covering the interchange of players shall apply in all QCSA fixture matches.

### **8.2. INTERCHANGE ZONE & TECHNICAL AREA**

- (1) An area one (1) metre either side of the half-way line and one (1) metre deep shall be marked off the field of play on one side only. This area shall be known as the Interchange Zone. The Interchange Zone shall lead into an area known as the Technical Area to be defined by an area 3m x 2m marked behind the Spectator Line (refer to Field Requirements) either side of the half-way line.

### **8.3. INTERCHANGE RULES**

- (1) All interchanges must take place within the interchange zone.
- (2) The number of interchanges that may be made is unlimited.
- (3) Interchanging is only permitted at stoppages at the referee's discretion and when the referee signals the interchange.
- (4) A coach or manager requesting an interchange shall notify the linesman or referee at an appropriate time. (e.g., at a stoppage).
- (5) The player leaving the field shall do so only from the side line, within the interchange zone and shall only cross the line within that zone, unless directed by the referee.
- (6) The player entering the field shall do so from the interchange zone, but only after the player leaving the field has passed completely over the side line.
- (7) The interchange is completed when the player who was off the field enters the field.
- (8) All interchanges are at the discretion of the referee who may refuse an interchange at any time.

### **8.4. INTERCHANGE & REFEREES**

- (1) A player nominated for interchange shall be subject to the authority and jurisdiction of the referee whether called upon to play or not. (*i.e.*, players on the bench are under the same control as players on the field).
- (2) Referees are not required to record player interchanges; however player's shirt numbers must be distinctive and as listed on the match card.
- (3) Player interchanging with the goalkeeper, either from the bench or from within the field will still need to be recorded by the referee.
- (4) The referee will not declare time off and on for an interchange; however at the discretion of the referee time may be added to the game for time wasting in accordance with FIFA Law 5.

## **9. COMPETITIONS**

### **9.1. ORGANISED COMPETITIONS**

- (1) The competitions organised by the Association may include:-
  - (a) Under 6, 7 and 8 teams will play under modified rules as detailed in Appendix B.
  - (b) For Under 9 up to and including Senior Teams; a Premiership Competition and Championship Competition and Champion of Champions.
  - (c) The Kath Chandler Memorial Trophy.
  - (d) State Titles.
  - (e) Brisbane City Cup.
  - (f) Any other competitions thought fit and developed for the advancement of the QCSA.

### **9.2. OPPOSITION TEAMS**

- (1) Clubs shall play each other in competition as set by the SCM.

### **9.3. RESCHEDULING OF FIXTURES**

- (1) If a club cannot field a team for a fixture, this club may request a change to the draw. This request must be made to the QCSA Registrar and to the opposing club and must occur by 7.30 pm, (five) 5 nights prior to the scheduled game or the game stands as per the fixture draw. When the agreed time and venue has been arranged between the two (2) clubs, both nominated Club officials will confirm this with the QCSA Registrar. The Fixture Committee will then sanction the game and notify the referees and the clubs involved. If agreement cannot be met, the game stands as per the fixture draw, unless the time for the original game has passed. In that case, Fixture Committee will set the match.
- (2) It is possible for both clubs to agree to reschedule the match with the QCSA Registrar by 7:30pm, (five) 5 nights prior to the scheduled game, and then work out the alternate arrangements later. Clubs will be given the chance to come to a suitable agreement between both teams within 14 days in normal circumstances. If this doesn't happen, then the QCSA Registrar will set the new time and place for the game to be rescheduled and this new time and place will be final.
- (3) If after a game has been rescheduled, either team cannot make the match, then the team that cannot make the match will have to forfeit and follow the forfeiting process. No rescheduling of a rescheduled game is allowed.
- (4) QCSA Registrar, together with the Discipline Committee reserves the right to set down a fixture match / rescheduled match / abandoned match as deemed necessary and no rescheduling of that match will be allowed by either team.
- (5) Fixture Committee and SCM reserves the right to move any games it deems necessary after the draw has been made.

### **9.4. MAXIMUM NUMBER OF PLAYERS ALLOWED TO PARTICIPATE IN A COMPETITION MATCH**

- (1) (a) Five (5) reserves will be allowed in Over 40s, four (4) from U9 to Over 30s. Three

(3) reserves will be allowed in U6, U7 & U8. They may be interchanged according to By-Law 8.

- (b) In all matches under the control of the Association, any player whose name appears on the match card is deemed to have played in the match.
- (2) Reserves, who have not taken part in a match when the full time whistle is blown, may be used as interchange or substitutes during the extra time. Goalkeepers may be replaced by reserves and/or field changes at any time during extra time, regardless of the number of changes that may have taken place during the match.
- (3) Only the maximum number of players allowed to participate in the match can be listed on the match card. This is nine (9) for U6, U7 & U8 and fifteen (15) for U9 to seniors. Any players listed above these amounts will be deemed ineligible as per By-Law 4.8.

## **10. THE PREMIERSHIP COMPETITION**

### **10.1. PREMIERSHIP MATCHES**

- (1) The Premiership Competition shall comprise a number of fixture matches between each of the teams in each division such that each team plays each other team in that division an equal number of times for competition points.

### **10.2. PREMIERSHIP POINTS**

- (1) Match points shall be allocated for each fixture match played during the Premiership Competition as follows:-
- |     |  |   |
|-----|--|---|
| (a) | For each game <b>Won</b> :                     | 3 Points.   |
| (b) | For each game <b>Drawn</b> :                   | 1 Point.  |
| (c) | For each game <b>Lost</b> :                    | 0 Points.   |
| (d) | Where a team <b>Forfeits</b> a game:           | 3 points to the team not forfeiting.  |
| (e) | Where a team <b>Forfeits</b> in last 5 rounds: | -1 point to the team forfeiting. (with appropriate notification – By-Law 18).     |
| (f) | Where a team <b>Forfeits</b> in last 5 rounds: | -3 points to the team forfeiting. (without appropriate notification – By-Law 18). |
- (2) If during the Premiership Competition, an age group or division is subdivided after the commencement of the competition; all points gained by the teams up to that part can be dropped for that competition at the discretion of the SCM.
- (3) See also Clause 3.2(3)

### **10.3. PREMIERSHIP WINNERS PROCESS**

- (1) The Premiership Competition winner in any division and/or age group shall be the team that accumulated the most match points during the Premiership Competition.



- (2) Where two or more teams tie for first, second, third or fourth place in the Premiership competitions, goal difference shall determine the eventual positions of the teams concerned. Goal differences are calculated by taking goals scored “against” a team from goals scored “for” by a team. If two teams have an equal goal difference, the team with the highest number of goals for is deemed to be in the higher position.

## **11. THE CHAMPIONSHIP COMPETITION**

### **11.1. CHAMPIONSHIP TEAMS**

- (1) The four (4) teams ranked first, second, third and fourth at the conclusion of the Premiership Competition shall compete in the Championship Competition.

### **11.2. CHAMPIONSHIP PROCEDURES**

- (1) Semi Finals, Preliminary Finals and Grand Finals shall be played in the following manner:-
  - (a) 1 vs 2 winner goes straight into Grand Final.
  - (b) 3 vs 4 winner plays loser 1 vs 2 - Winner of this match goes into Grand Final.
- (2) SCM reserves the right to adjust the Championship Competition as necessary to different formats. Wherever possible 11.2 (1) will remain the preferred option.
- (3) Any team that is found to have breached the QCSA's By-Laws in the Championship Competition, will be disqualified from the rest of the Championship Competition and take no further part in any capacity. The opposing team will be deemed to be the winner.
- (4) At the discretion of the Executive, any team that forfeits in the Championship Competition will take no further part in any capacity in the rest of the Championship Competition. The opposing team will go through to the next appropriate qualifying round or Grand Final match. Monetary fines will apply as per the forfeits whether it be a normal forfeit or a late forfeit. (Refer to By-Law Section 21).

### **11.3. CHAMPIONSHIP PLAYER ELIGIBILITY**

- (1) No player may play in the Championship Finals unless the player is registered prior to Round 11 (as per the QCSA Calendar) of the Premiership Competition matches for their age groups.

### **11.4. EXTRA TIME AND TIE BREAKERS**

- (1) In any competition play-off, semi-final, preliminary final or grand final game resulting in a draw on the basis of goals scored, extra time shall be played as per Appendix C for the age group involved. Teams shall toss for choice of ends and the game shall be recommenced after a delay the duration of which shall be the length of time stipulated in Appendix C as the time normally allowed for a half time interval.
- (2) All matches under the control of the Association in which extra time is played shall play the full allotted time as per Appendix C.
- (3) If a semi-final or preliminary final remains equal on goals at the completion of the allotted extra time, then the match shall be decided on penalty kicks as per the LOTG, except Under 9 and Under 10, where this match will be awarded to the team that was ranked higher in the Premiership Competition.
- (4) No Replays are to be played of drawn matches.

**11.5 DRAWN GRAND FINALS**

- (1) In Juniors, when a grand final remains equal on goals at the completion of the allotted extra time, then the two (2) teams competing in the grand final shall be declared Joint Champions.
- (2) In seniors, when a grand final remains equal on goals at the completion of the allotted extra time, then the two (2) teams competing in the grand final shall proceed to penalty kicks as per the LOTG to decide the Champions.

## **12. THE KATH CHANDLER MEMORIAL TROPHY (REFER TO APPENDIX A AS APPROPRIATE)**

## **13 MATCH CARDS AND OFFICIAL RESULTS**

### **13.1. DESIGNATED HOME & AWAY TEAMS AND THEIR DUTIES**

- (1) The first-named team in a draw is the designated home team. The home team shall provide a match card and shall complete all details relating to the age and/or division of the match, the date of the match, the field and time at which the match is played, and the name, jersey number and player registration number of each player participating in the home team. The person in charge of the home team shall sign the match card and then provide the match card to the visiting team official no later than fifteen (15) minutes prior to the scheduled commencement time of the match.
- (2) The visiting team shall complete the details of each player participating in the team. The person in charge of the team shall sign the match card and then provide the match card to the referee.
- (3) The maximum number of players as provided for within the rules may be listed in the match card. See By-Law Section 9.4.

### **13.2 ELIGIBILITY OF PLAYERS**

- (1) It is the responsibility of persons in charge of teams to verify eligibility of players by checking the registration player information. In the case of a person in charge of an opposing team not being satisfied with the eligibility of a player, they may request the player's signature on the match card. If they are still not satisfied, they may make a written request to the relevant QCSA designated Officer to verify the registered status of that player.
- (2) A player, registered in a particular age group or division, but playing in a match in another age group or division, must have this fact recorded on the match card by the Club's manager or captain, by putting the player's registered age group and/or division in brackets after the name in the space provided. Failure to note this shall render the player ineligible as per By-Law 4.8.
- (3) Any player that refuses to sign the match card when asked by the opposition team will automatically be deemed unqualified as per By-Law 4.8. The referee and opposition are to note on the back of the match card which player on the card refused to sign.

### **13.3 MATCH CARDS**

- (1) The completed match card should be handed to the referee at least ten (10) minutes before the scheduled commencement of the match.

### **13.4 NOTIFICATION OF RESULTS**

- (1) Each Club is to advise the QCSA designated Officer the result of all matches by a designated time as stipulated each season.

## **14. PLAYER'S EQUIPMENT AND DRESS**

### **14.1. STRIPS**

- (1) Players in all matches must appear in proper matching football uniform consisting of sleeved shirts or jerseys/strips, shorts and socks in the Club's registered colours as outlined in Appendix D plus shinguards and footwear. Shinguards shall be made of a suitable material (rubber, plastic, polyurethane etc.) and shall afford a reasonable degree of protection.
- (2) The use of tape or similar material applied externally to the players' socks may be any colour.

### **14.2. NUMBERS**

- (1) All players and reserves in a team are to be identifiable by a separate individual number not less than 5" (125mm) in height, individually numbered.

### **14.3. BALLS**

- (1) In all matches, each team shall have an approved match ball available for use, and any team not doing so may be fined by the SCM. The referee shall decide as to the suitability of the ball.

### **14.4. INCORRECT UNIFORMS**

- (1) If the correct uniforms are not worn by all team members, then the offending players will be allowed to take part in the match with the offending team wearing whatever is considered appropriate by the referee. Details of non-conforming uniforms are to be recorded on the match card by the referee and the SCM will take appropriate action against the team concerned.

### **14.5. SPONSORSHIP**

- (1) Sponsorship on team uniforms shall be in accordance with Appendix E.

## **15. DURATIONS, INTERVALS, CORNERS, EXTRA TIME & BALLS**

### **15.1. MATCHES DURATION, HALF-TIMES, PENALTY CORNERS, EXTRA TIME & BALL SIZES**

- (1) Duration of matches, half-time intervals, the position of the ball for penalty corner, extra time and ball size to be used shall be as stipulated in Appendix C.

## **16. MATCH REQUIREMENTS**

### **16.1 STARTING TIME**

- (1) Matches shall commence at such time and upon such grounds as may be directed by the SCM, and any team refusing or failing to play the team which it is drawn, within five (5) minutes of the time allocated to it, shall be adjudged to have forfeited the match.
- (2) The referee shall blow the first whistle at the appointed time by the referee's time piece or as soon as possible after the appointed time according to the referee (if previous match is still in progress). If one or both teams fail to present themselves for play within five (5) minutes after the first whistle, the referee shall blow the second whistle. If one or both teams are unable to present themselves for play immediately after the second whistle,

the referee shall abandon the match and submit a report of details to SCM.

## **16.2. TEAM REQUIREMENTS**

- (1) To be able to present itself for play, a team must:-
  - (a) be properly dressed for play;
  - (b) have match cards completed;
  - (c) be able to present all registered player information to the opposing team manager;
  - (d) be able to field at least seven (7) players;
  - (e) provide an approved match ball.

## **17. REFEREES AND ASSISTANT REFEREES**

### **17.1. QCSRA**

- (1) The QCSRA shall be requested to allocate a referee and assistants to each match, and their duties shall be defined in LOTG as issued by FIFA from time to time. Wherever possible, referees and assistants are to be drawn from among the members of the QCSRA.

### **17.2. FAILURE OF QCSRA REFEREE TO ATTEND**

- (1) When a QCSRA Referee doesn't attend:
  - (a) In the event of the referee not attending, a member of the SCM, and if not connected with either of the Clubs competing, shall appoint a person to act as the referee. Failing this, the managers and/or captains of the competing teams, in consultation with a member of the SCM, if in attendance (irrespective of Club association), must select within fifteen (15) minutes of the appointed time, a person to control the match. A person so appointed or selected, shall be the official referee for the duration of the match, and their decisions shall be accepted as official.
  - (b) In the event of a game not being played, because one or both teams refuse to take to the field due to the failure to agree upon a referee, (no more than one (1) referee is permitted to control a match), no points will be awarded, and a one (1) point penalty may be imposed on either or both teams by the SCM.
  - (c) Representatives of both teams must note on the back of the match card, before the commencement of the game, their written approval of the person so appointed or selected to control the game.
- (2) When no QCSRA referee attends, the home team manager is responsible for:-
  - (a) Collecting the match card from the referee.
  - (b) Ensuring the match card is completed correctly.
  - (c) Posting the match card to the QCSA designated Officer within 24 hours of the match being finalised. (Failure to carry out this Rule by the team or Club shall incur a penalty to be determined by the SCM).

### **17.3. FAILURE OF QCSRA ASSISTANT REFEREES TO ATTEND**

- (1) Where official assistant referees fail to attend a match, the referee appointed to the match may request each team participating in the match to provide an assistant to assist in the control of the match. Any such assistants so appointed by the referee shall act solely within the guidelines and restrictions given them by the referee.

## **18. NOTICE OF FORFEIT**

### **18.1. TEAM FORFEITING**

- (1) Three (3) days' notice of forfeit must be given to the QCSA Registrar and Secretary of the Association, where the QCSA Registrar will then give notification of the forfeit to the opposing Club's nominated official and the QCSRA appointments officer.

### **18.2. LATEST A TEAM MAY FORFEIT**

- (1) Notice shall be defined as notice to be given no later than 7:30 pm. three (3) days prior to the scheduled match, *i.e.*, 7:30pm Wednesday night for a match scheduled the following Saturday or 7:30pm Tuesday night for a match scheduled the following Friday.

### **18.3. TWO OR MORE CONSECUTIVE FORFEITS**

- (1) A team forfeiting on two (2) consecutive occasions may be fined or removed from the competition.

### **18.4. PENALTY FOR FORFEIT**

- (1) When a team forfeits, the other team will be awarded the three (3) win points. As well the average goals "against" by the forfeiting team will be applied to both teams. The formula for calculating the average goals against is to divide total goals scored against them in the current completed rotation of fixtures (*i.e.*, play all opposition once), by the number of games played. This amount will be added to the forfeiting teams "against" and the other teams "for" at the completion of each rotation. A minimum of three (3) goals will be applied to both teams.
- (2) Forfeits in the last 5 Rounds of fixtures shall receive an additional points penalty. With sufficient notice (as per By-Law Section 18.2) a one (1) point and with insufficient notice (as per By-Law Section 18.2) a three (3) point penalty will apply. These point penalties will not be included when considering promotion or relegation in the following season.
- (3) Fines will be imposed for late forfeits, the last five (5) fixture rounds and the Championship Competition. (Refer By-Law Section 21)

## **19. COACHING ON SIDE-LINE**

### **19.1. ALLOWED COACHING**

- (1) Coaches of teams in age groups up to and including Under 10 shall be entitled to give coaching instructions from behind the spectator line along the length of a field.
- (2) Under 11 and above coaches shall be entitled to give coaching from the technical area only.
- (3) There should only be one (1) coach coaching per team during a game.

### **19.2. PENALTY FOR NON-COMPLIANCE**

- (1) Where a coach, manager or any other person gives directions or comments to either team participating in a match, which in the referees discretion are considered to disturb the state of play or conduct of the game that person may be asked to stop making such comments and if continuing may be asked to leave the vicinity of the field of play.

## **20. ABANDONED AND SUSPENDED MATCHES**

### **20.1. WALK-OFF AND UNRULY BEHAVIOUR**

- (1) The referee shall abandon a game if:
  - (a) a team walks off the field while play is in progress, or
  - (b) in their opinion, unruly behaviour by players and/or spectators prevent them from maintaining proper control on the field of play.
- (2) Where a match is abandoned due to such events a report shall be referred to the Chairperson of the Committee on Discipline for actions as they and the Committee considers appropriate.

### **20.2. ADVERSE WEATHER CONDITIONS**

- (1) A referee may abandon a match either before the commencement of play, or whilst play is in progress if, in their opinion, adverse weather conditions endanger the safety of players or the conduct of the match.
- (2) A scheduled match postponed prior to the commencement due to adverse weather conditions, will be played if possible at a future date to be advised by the Fixture Committee.
- (3) A scheduled match suspended due to adverse weather conditions whilst play is in progress will be replayed in its entirety if possible at a future date to be advised by the Fixture Committee.
- (4) Where the majority of the allocated fields become withdrawn from use and unavailable, the entire round of fixtures will be deemed null and void. Matches will be replayed at Fixture Committee's determination if possible.
- (5) Where the entire round of fixtures is deemed null and void, any players currently under suspension for that round will be deemed to have not fulfilled their suspended round.

### **20.3. MINIMUM PLAYERS**

- (1) The referee shall abandon the match if either team cannot continue the match with a minimum number of seven (7) players on the field of play.

### **20.4. MATCH RESULTS**

- (1) Match results for abandoned and suspended matches will be determined by Fixture Committee and SCM in accordance with previous decisions. All other issues will be determined by Discipline Committee.

## **21. FEES AND PENALTIES**

### **21.1. FEES & PENALTIES**

- (1) All fees and penalties are set annually at the Annual General Meeting.
- (2) Where Fixture Fees are charged as a one off fee for the season or are charged over a number of installments during the season no refund shall be paid for any fixture matches not played.

### **21.2. MATCHES FORFEITED, ABANDONED, POSTPONED & SUSPENDED**

- (1) A Club giving insufficient notice of forfeit for one of its teams shall be liable for any fees applicable to its own team and its opponent's team fees for that match.
- (2) A Club giving sufficient notice of forfeit for one of its teams shall be liable for any fees applicable to its own team for the match.
- (3) When a team is unable to present itself to start or continue a match then the Club shall be liable for any fees applicable to its own team and its opponent/team for that match.
- (4) When both teams are unable to present themselves to start or continue a match then each club shall be liable for any fees applicable to its own team for that match.
- (5) When a Referee abandons a scheduled match the liability for any fees applicable shall be determined by the Committee on Discipline or the SCM.
- (6) If a scheduled match is postponed or suspended due to adverse weather conditions no fixture fee shall be charged for that match until it is replayed in full.

### **21.3. PENALTIES**

- (1) Penalties may be levied against any Member Club for any infringement of the Rules of the Association, the LOTG, these By-Laws or for discipline breaches as determined by SCM or the Committee on Discipline.
- (2) All fines and penalties will be invoiced as appropriate.

### **21.4. WHEN A CLUB BECOMES UNFINANCIAL**

- (1) Where a Club or affiliated member fails to pay a fee or penalty within fourteen (14) days of the date of the invoice, that club will be deemed to be unfinancial immediately. This By-Law also applies to all invoices issued to clubs for services rendered by affiliates of this Association e.g., Queensland Churches Soccer Referees Association Inc. (QCSRA).
- (2) Where a club has been deemed to be unfinancial each team shall lose points for all games subsequently played until that club becomes financial or makes arrangements satisfactory to the SCM. These points will not be redeemed once payment is made and the opposing team will receive the three (3) points as per By-Law 18.4.
- (3) Where a club has been deemed to be unfinancial any team from that club scheduled to play in the Semi-, Preliminary-, or Grand Finals would be ineligible to play until that club becomes financial, or makes arrangements satisfactory to the SCM. Any games will be treated as a forfeit by the unfinancial club team/s. If the unfinancial club team/s finish 1 or 2, and forfeit the semi final, they may resume playing in the preliminary and grand finals if payment is made or satisfactory arrangements made.



- (4) When a member club has been deemed unfinancial, a 10% penalty on the outstanding amounts may be imposed by SCM and an additional bond may be also set.
- (5) In addition to the penalties referred in paragraph (2) and (3), SCM may at their discretion, suspend any one unfinancial from further competition until all overdue amounts (e.g., Fees, bonds or fines) have been paid. The Association's Treasurer or Secretary must receive any overdue amounts by no later than 6 PM, 72 hours prior to the scheduled competition to be eligible to immediately re-enter the competition.
- (6) All games not played by a suspended club will be treated as forfeit games by the suspended club. NO FORFEIT PENALTIES/FINES as determined by the Association apply in these instances.
- (7) When an affiliate member has been deemed unfinancial, a 10% penalty on the outstanding amounts may be imposed by SCM.

## **22. DISCIPLINE & MISCONDUCT**

### **22.1 COMMITTEE ON DISCIPLINE**

- (1) The committee on discipline chairperson shall be appointed by SCM for twelve (12) months and on behalf of SCM select the other members of the committee required to conduct a hearing. Where possible, the discipline committee chairperson shall be a member of the SCM.
- (2) The committee on discipline shall be comprised of up to five (5) persons with a minimum of three (3) including the chairperson of the committee on discipline. The chairperson of the committee on discipline may select any persons considered competent for the task required. One representative from the referees Association shall be invited to hearings when required, in an advisory capacity only. No participant of the committee except the referees' Association representative shall be associated with a club or organisation involved in the matter to be adjudicated by the committee.

### **22.2 LAWS OF THE GAME**

- (1) Players shall abide by the LOTG of football (Soccer) as laid down by FIFA and its sub-committees and set out in the latest issue of the referee's chart, disciplinary code and the players guide to LOTG, and as altered, amended or supplemented by the QCSA from time to time.

### **22.3 POWERS**

The committee on discipline shall have, in addition to its other powers, the power to:

- (1) Call before the committee on discipline cases of misconduct by any person, player/s, coach/es, manager/s, club official/s, team/s, spectator/s and person/s.
- (2) Impose suspensions as decided by the committee on discipline, after deliberation of all evidence presented to the committee.
- (3) Penalise a player by imposing a suspended sentence for a period to be determined by the committee on discipline.
- (4) Make representations to the standing committee of management, on matters the committee on discipline considers appropriate, to enforce such action that may fall outside these By-laws.

- (5) Investigate and correct any information contained within any correspondence received by the committee on discipline.

#### **22.4 DISCIPLINE NOTIFICATIONS**

- (1) The committee on discipline chairperson will communicate to all parties, via their respective club or Association Secretary, or club nominated discipline contact person any requests to attend hearings, penalties and/or suspensions and any other matters pertaining to the performance of the committee on discipline's duties.
- (2) Automatic penalties will be communicated electronically to the relevant club or Association Secretary or club nominated discipline contact person.
- (3) All suspensions and/or penalties handed down by the committee on discipline will be communicated in writing within 48 hours of decision where possible.
- (4) Where notification is not confirmed electronically, a telephone call to the club or Association Secretary or club nominated discipline contact person will be made. In all cases, when notification is made to the club Secretary or club nominated discipline contact person it is accepted that communication is made with the player/team and any other relative parties.
- (5) The committee on discipline will notify the appropriate QCSA designated Officers of any suspensions and or penalties handed down by the committee on discipline that affects the running or results of any fixture or competition.

#### **22.5 CARD OFFENCES**

- (1) When a player is shown a yellow or red card by the referee during a match then the player shall be assumed to have committed the offence. A player that is shown a red card in any competition round is not permitted to play in any other matches in the same competition round. This shall not form any part of a suspension/penalty issued by the committee on discipline.
- (2) Yellow cards are issued for each varying offence that is committed. A list is held and maintained by the QCSA committee on discipline chairperson in consultation with the QCSRA. Any player so named by the referee shall be dealt with by the committee on discipline.

#### **22.6 RED CARD OFFENCES**

- (1) A player sent from the field of play will automatically be suspended for one (1) game. Suspensions shall apply to the player's next scheduled fixture round. The player, having served the one (1) game suspension, shall be eligible to resume playing, unless notified by the Association that further disciplinary action is being applied.
- (2) If the offence for which a player has been sent off for can be dealt with under the context of the automatic penalties guidelines, the committee on discipline shall be able to apply this penalty. The Discipline Automatic Penalty Guidelines have been included into Appendix G,
- (3) If the referee's send off/misconduct report recommends a one (1) match penalty and the committee on discipline agrees with this decision then the discipline chairperson is to apply this penalty under the automatic penalty system.
- (4) If the referee's send off/misconduct report recommends a one (1) match penalty and the

committee on discipline disagrees then the committee on discipline chairperson is to:

- (a) Apply an automatic penalty in line with the offence committed and consistent historic rulings, or
  - (b) Conduct a Hearing
- (5) If the referee's send off/misconduct report recommends more than a one (1) match penalty and the committee on discipline agrees then the committee on discipline chairperson is to:
- (a) Apply an automatic penalty in line with the offence committed and consistent historic rulings, or
  - (b) Conduct a Hearing.
- (6) If the referee's send off/misconduct report recommends more than a one (1) match penalty and the committee on discipline disagrees then the committee on discipline chairperson is able to apply an automatic one week penalty in keeping with consistent historic rulings.

#### **22.7 YELLOW CARD OFFENCES**

- (1) When a player has been shown a Yellow Card the match official will record it against the player's name on the match card and report the issuing of the card to the discipline committee via the match report.
- (2) Each club will be sent a weekly file showing all yellows that have been recorded against their club players. It is the club's responsibility to monitor and advise their club players of any pending suspensions resulting from further yellow cards.
  - (a) Any player who received three (3) Yellow Cards in any one season shall be dealt with by the automatic penalty for such an offence and a notice will be sent to the club, whose responsibility it is to INFORM player and enforce penalty.
  - (b) Any player who receives five (5) Yellow Cards in any one season shall be dealt with by the automatic penalty for such an offence and a notice will be sent to the club, whose responsibility it is to INFORM player and enforce penalty.
  - (c) Any player who receives seven (7) Yellow Cards in any one season will be suspended for three weeks and discipline committee to review player record and MAY call the player in to show cause why the player should be allowed to continue to be registered in the QCSA.
- (3) Yellow cards cannot be appealed after they are issued and/or reported to the committee on discipline chairperson.
- (4) Accumulated yellow cards do not carry forward from one season to the next.
- (5) For the avoidance of doubt, if a player receives two yellow cards in one match it is treated as a red card offence only and the two yellow cards do not count towards the player's accumulated yellow cards for the season.

#### **22.8 WRONG PLAYER CITED**

- (1) If it is found that the wrong player has been cited by the referee, then: -

- (a) If a mistake was made by the appointed referee by citing the wrong player's name from the match card, then the referee's Association will be requested to deal with the referee concerned, and report to the SCM their action taken. The committee on discipline will deal with the player who should have been cited.
- (b) If the referee did not make a mistake and the player's jersey number did not match the number on the match card against the name, then the player's club may be fined or penalised as determined by the By- Laws.

### **22.9 IMPOSED PENALTIES**

- (1) Penalties imposed on players by the committee on discipline shall be served as follows:
  - (a) Penalties imposed on players by the committee on discipline shall apply to all competition matches organised by the Association, and any suspensions shall carry forward from one season to the next.
  - (b) Suspensions and/or penalties imposed at discipline hearings are immediate, pending written confirmation from the committee on discipline chairperson to the club Secretary.
  - (c) Suspensions and/or penalties are to be served in the competition that they are received in unless the player's team is no longer involved. Should this be the case then the suspension will be served in the next sanctioned QCSA fixture.
  - (d) When a player is suspended by the committee on discipline, the player is suspended for the full fixture round.
  - (e) Players currently suspended will be deemed ineligible to play in any other QCSA competition should they have more than two (2) games to serve of their suspension.

### **22.10 HEARINGS**

- (1) The committee on discipline chairperson has the right to call parties to a hearing at times where it is necessary to adjudicate on any matter under their control. When a hearing is called, adequate notification is to be communicated to all relevant parties.
- (2) If the player, club or referee, do not wish to attend, then they need take no further action and the committee on discipline will deal with the offence in the player's absence. If the player or club fails to attend a hearing, then all rights of appeal by the absent party are forfeited.
- (3) All parties that attend a hearing have rights to appeal the decision of the committee on discipline adjudicating on each case.

### **22.11 OBJECTIONS**

- (1) An objection is a disagreement with the process of the committee on discipline not the decisions of the committee on discipline. The later is covered in By-Law 23 – Appeals and Disputes.
- (2) Should a player disagree with the issuing of a red card, notice of the objection in writing is to be given to the committee on discipline chairperson within 48 hours of the player having been sent from the field. Such notification is to include the grounds for objection. If an objection is received with regards to the issuing of a red card, then this is to be dealt

with in the first instance. The decision reached by the committee on discipline will be final and no right of appeal exists.

- (3) A player that receives an automatic penalty of one (1) fixture or competition round may object to the decision of the committee on discipline. Objections must be sanctioned by the player's club and received in writing within 48 hours of the original notification of suspension. The decision reached will be final and no right of appeal exists.
- (4) A player that receives an automatic penalty of more than one (1) fixture or competition round may object to the decision of the committee on discipline. Objections must be sanctioned by the players club and received in writing within 48 hours of the original notification of suspension. A discipline hearing will be conducted in all cases of objection under this By-law.

### **22.12 FINDINGS**

- (1) All findings not otherwise restricted, will be subject to appeal by either the player/team or the referee/referee's Association.

### **22.13 BYES & FORFEITS**

- (1) A bye or when the player's team forfeits will not count as a fixture round. If the player's team is not playing, the suspension is the next round the player's team plays in. In cases where it is deemed that an abandoned match is caused by the players' team, the committee on discipline chairperson will adjudicate on whether a suspension has been completed or served.

## **23. PENALTIES, APPEALS AND DISPUTES**

### **23.1. THE COMMITTEE**

- (1) The Committee on Appeals and Disputes shall deal with all appeals by players to the findings of the Committee on Discipline or the Executive.
- (2) The Committee on Appeals and Disputes shall deal with all appeals by teams to the findings of the Committee on Discipline or the Executive, and shall be the first body of the Association to deal with all matters relating to disputes between all member Clubs/teams brought before it by SCM.
- (3) The Committee on Appeals and Disputes shall deal with all appeals by Clubs to the findings of the Committee on Discipline or the executive, and shall be the first body of the Association to deal with all matters relating to disputes between all member Clubs brought before it by SCM.
- (4) The Committee on Appeals and Disputes shall deal with all appeals by Associations to the findings of the Committee on Discipline or the Executive.

### **23.2. LODGING OF APPEALS**

- (1) Appeals must be lodged with SCM verbally through the Secretary within 48 hours following notification of the decision, written confirmation must follow within 96 hours. Such appeals must include a statement of new evidence being the grounds on which the appeal is lodged. If a player/club fails to attend a hearing then all rights to appeal are forfeited.

### **23.3. CHANGING OF PENALTIES**

- (1) The Appeals and Disputes Committee has the authority of the Association to change the penalties set by the Committee on Discipline or the Executive if it feels that an injustice has occurred.

### **23.4. MAKE-UP OF COMMITTEE**

- (1) The Committee on Appeals and Disputes shall comprise, if possible not less than five (5) persons considered competent for the work required, and elected to the Committee by the SCM. No person comprising part of the Committee on Discipline or the Executive shall also take part in the activities of the Committee on Appeals and Disputes.
- (2) The five (5) members shall be chosen by SCM, one (1) from SCM to act as Chairman and having a casting vote only. Four (4) from the council, provided that not more than two (2) of the whole panel shall be active in the affairs of any one Member Club and provided also, that the persons on any panel shall not have sat in judgment of the action on which the appeal is lodged. One (1) representative from the Referees Association shall be included in an advisory capacity only. No participant of the committee, except the Referees Association Representative, shall be associated with a club and /or Organisation involved in a dispute to be adjudicated by the panel.

### **23.5. REPORTING OF FINDINGS**

- (1) The Committee shall report its findings in writing to the SCM through the Secretary, and shall include appropriate reasons for such findings.

### **23.6. COMMITTEE DECISIONS**

- (1) The decision of this Committee, on matters previously adjudicated by the Committee on Discipline as governed by the By-Law 22, are final and no avenue of appeal exists.

### **23.7. APPEALS AGAINST FINDINGS**

- (1) Appeals by Members or Associate Members against the findings of the Committee on Disputes involving matters not previously dealt with by the Committee on Discipline, may be made to the Council of the Association whose determination shall be final. Notice of all such appeals must be lodged in writing with the Secretary of the Association within two (2) weeks of the findings of the Committee having been received from the Secretary of the Association in writing. Notices of appeal must contain a statement of new evidence being the grounds on which the appeal is lodged.

### **23.8. APPEAL FEES**

- (1) All appeals must be accompanied by a fee (to be determined each year at the Annual General Meeting) which may be refunded if it is determined by the SCM that the appeal has been justified.

## **24. FIELD REQUIREMENTS**

### **24.1. PRESENTING A FIELD FOR PLAY**

- (1) Members of the Association, who provide fields on which Association matches are played, and/or members who are allocated care of fields by the SCM shall be responsible for ensuring that such fields are clearly marked with visible lines, supplied with corner flags and are provided with suitably secured goal nets to the satisfaction of the referees in

charge of matches.

- (2) All matches must have a spectator line marked parallel with and two (2) metres from the sideline where practical. If a referee abandons a match due to a field not having been prepared properly, SCM may apply a forfeit against the home team. (see By-Law Section 18.4.1)
- (3) An area one (1) metre either side of the half-way line and one (1) metre deep shall be marked off the field of play on one side only. This area shall be known as the Interchange Zone. The Interchange Zone shall lead into an area known as the Technical Area to be defined by an area 3m x 2m marked behind the Spectator Line (refer to Field Requirements) either side of the half-way line.

#### **24.2. UNAVAILABLE FIELD DUE TO WEATHER**

- (1) When a field is considered unavailable for play due to adverse weather and/or other circumstances advice to that effect must be conveyed by an official of the Club in charge of that field to the QCSA Registrar and Secretary of the Association by phone prior to 6.30 am on the day of play. Any decision as to whether a field is suitable for play after that time shall be made by the referee appointed to control a match.

#### **24.3. PORTABLE GOALS**

- (1) All portable goals must be anchored securely to the ground when in use so that they cannot be pulled over. All portable goals not in use must be secured in such a way that there is no chance of their being pulled over and an accident occurring. All clubs must police children playing, swinging or climbing on any goalposts.

#### **24.4. MINIMUM FIELD SIZE**

- (1) A minimum size field of 95 m x 55 m is required for Under 14 to senior teams.

#### **24.5. FIELD RATIO**

- (1) A field ratio of nine (9) teams per fortnight will apply to all age groups on all fields.

### **25. GENERAL RULES**

#### **25.1. VESTED OFFICIALS**

- (1) A high visibility vest/jacket is to be worn by a team official appointed by the Club, at each match in which the Club is involved.
- (2) If a ground official is present they must also wear a high visibility vest/jacket.

#### **25.2. INTOXICATING LIQUOR, TOBACCO & ILLICIT DRUGS**

- (1) No intoxicating liquor, tobacco or illicit drugs shall be consumed on or near the field of play.

#### **25.3. CLUBS WITH SENIOR TEAMS ONLY**

- (1) Clubs with only senior teams are required to foster the setting up of junior teams within their Clubs.

#### **25.4. PLAYER OF THE YEAR (SENIOR TEAMS)**

- (1) To promote and foster senior players, the Association will select a "Player of the Year" in senior teams and these players will each receive an award at the end of the Soccer season for their achievement. The different awards may change slightly from year to

year depending on team numbers and method of voting.

- (2) If a senior player receives a suspension of one (1) or more weeks, they will lose three (3) points for each week of suspension off their total.
- (3) Players of the Year shall be recognised at a function specifically for these awards.

#### **25.5. FAIR PLAY AWARDS**

- (1) **Juniors:** To promote a sense of Fair Play, Fixture Committee will award a “Fair Play” Award to a team in each junior age group that has shown themselves to be outstanding models of Fair Play. In conjunction with Discipline and SCM, teams will be considered whose players, parents, spectators, coaches, managers and whole club have been beyond reproach. Any team with a player that has received a caution through the year is deemed ineligible. If Fixture Committee is unable to split two (2) teams, they will be named joint winners.
- (2) **Seniors:** To promote a sense of Fair Play, Discipline Committee in conjunction with the QCSA Registrar and SCM will award a “Fair Play” Award to a senior club that has shown themselves to be an outstanding model of fair play. In addition a “Fair Play” award will be presented to a Men’s, Women’s and Overage team that meets the same qualities. To be considered, players, spectators, coaches, managers and the whole club has to be beyond reproach.

#### **25.6. CAPTAIN’S ARMBAND (SENIOR TEAMS)**

- (1) Each senior team must wear a captain’s armband in each match played provided by the club. The armband must be worn by an on-field player at all times. This player or players must be prepared to act responsibility and support the officials as required.



## **APPENDIX A - KATH CHANDLER FUTURE RULES.**

## **APPENDIX B – U6, U7 & U8 MODIFIED RULES**

Matches for under 6, 7 and 8 players shall comprise a six-a-side competition. Rules to apply for these matches are:-

- (A) The duration of matches will be 15 minutes U6 and U7 and 20 minutes U8 each way with a half time break of 5 minutes.
- (B) At any time, a team must have no more than 6 players and no fewer than 4 players on the field, one of whom must be a goalkeeper.
- (C) Any number of substitutes may be used in a match provided that they are registered players with that Club. A player who has been playing earlier and been replaced is allowed to return to the field as a substitute for another player. The referee must be advised of all substitutions. All substitutions are to take place from the half-way line. Players must leave the field before being substituted.
- (D) The coach or their nominee (i.e. one person per team) may run with the players on the field to coach and direct them providing that the conduct of the match is not disturbed.
- (E) The off-side rule will not be applied.
- (F) There shall be no direct free kicks (a goal cannot be scored from a free kick unless another player touches it), and no penalty kicks.
- (G) Kick-offs shall be taken from the spot in the middle of the halfway line. If the ball is not kicked forward before being kicked by another player, then the kick-off is re-taken by the same team. If the player taking the kick-off kicks the ball a second time before it is kicked by another player, then a free kick is awarded to the opposing team. Players from the opposing team must be at least 5 metres from the ball when a kick-off is being taken.
- (H) If the attacking team kicks the ball out over the goal line other than between the goalposts, then a goal kick is awarded to the defending team. Goal kicks may be taken from any point on the semicircle. All players, other than the player taking the kick (and the goalkeeper if someone other than the goalkeeper is taking the kick) must be at least 5 metres from the ball when a goal kick is being taken (otherwise the kick is re-taken).
- (I) When the defending team kicks the ball out over the goal line other than between the goalposts, then a corner kick is awarded to the attacking team. Corner kicks shall be taken from the point marked on the goal line, 5 metres from the semicircle. A goal may be scored direct from a corner kick.
- (J) When a free kick is being taken, all opposing players must be at least 5 metres from the ball. If a free kick is awarded to the attacking team within 5 metres of the goal area or inside the goal area, the ball is taken back to a point 5 metres from the goal area (so that defenders may stand just outside the semicircle).
- (K) Only the goalkeeper is allowed in the goal area at any time, except for a defending player taking a goal kick or free kick. The player taking the kick (if not the goalkeeper) must vacate the goal area immediately after the kick is taken. If the ball is kicked from within the goal area by an attacker, the defending team is awarded a free kick from the semicircle. If the ball is kicked from within the goal area by a defender (other than the goalkeeper), the attacking team is awarded a free kick from 5 metres outside the semicircle (as in Rule J above). However, a player unavoidably running into the semicircle

on follow-through shall not be penalised provided they do not kick the ball whilst in the semicircle.

- (L) Normal FIFA Rules apply with regard to throw-ins and deliberate fouls.
- (M) Unless otherwise stated above, the normal FIFA Rules shall apply.
- (N) Field Dimensions: When using a field separate to splitting a full size field, field size is to be Min: 45x25 metres to Max: 55x35 metres.
- (O) Field Markings: The field has a half way line. The centre of the field has a spot in the middle of the half-way line. The goal box has a 5-metre radius semicircle. Corner kicks are marked 5-metres from the goal semicircle.
- (P) Goal Dimensions (internal): Goal posts to have 1.5 metre high post with a 3 metre opening.
- (Q) Under 6 – These play modified soccer (six-a-side) and can register up to nine (9) players per team. There is a category 1 in each zone for 5 and 6 year olds. Note there are no records / results kept in these age groups and there are no finals. There are carnival days at the end of the season though.
- (R) Under 7 and Under 8 – These play a modified soccer (six-a-side) and can register up to nine (9) players per team. There are two categories in each zone (A and B). A is for experienced, returning and stronger teams. B is for those teams where the majority of players are new. Note there are no records / results kept in these age groups and there are no finals. There are carnival days at the end of the season though.

## APPENDIX C – MATCH DURATIONS, BALLS & CORNERS

Duration of matches, intervals and the position of the ball for penalty corners shall be as follows:-

AGE GROUP	MATCH	EXTRA	HALF-TIME	BALL	CORNERS
Premier League	45 + 45	15 + 15	10 mins	5	Corner Flag
Senior Men	45 + 45	15 + 15	10 mins	5	Corner Flag
Overage Men	45 + 45	15 + 15	10 mins	5	Corner Flag
Elite Women (Div 1)/ Senior Women Div 2	45 + 45	15 + 15	10 mins	5	Corner Flag
Senior Women Div 3 and below	35 + 35	10 + 10	10 mins	5	Corner Flag
>30s Women	30 + 30	10 + 10	10 mins	5	Corner Flag
Under 17/18 Men	40 + 40	15 + 15	10 mins	5	Corner Flags
Under 15/16 Boys	35 + 35	10 + 10	10 mins	5	Corner Flag
Under 15/16 Girls	35 + 35	10 + 10	10 mins	5	Corner Flag
Under 14	30 + 30	10 + 10	10 mins	5	Corner Flag
Under 13	30 + 30	10 + 10	10 mins	4	Corner Flag
Under 12/13 Girls	30 + 30	10 + 10	10 mins	4	Corner Flag
Under 12	25 + 25	10 + 10	5 mins	4	Corner Flag
Under 11	25 + 25	10 + 10	5 mins	4	5 yards *
Under 10	20 + 20	5 + 5	5 mins	4	5 yards *
Under 9	20 + 20	5 + 5	5 mins	4	5 yards *
Under 8	20 + 20	5 + 5	5 mins	3	5 metres from goal circle
Under 6 and 7	15 + 15	5 + 5	5 mins	3	5 metres from goal circle
* 5 yards indicates 5 Yards from the 18 yard box.					

## APPENDIX D – STRIPS & COLOURS

- (A) All clubs shall be required to register 2 to 4 specific colours with SCM. Clubs must be specific with their colours *i.e.*, Green and Blue is unacceptable. Bottle Green and Royal Blue is required.
- (B) Club strips may entail any style or version of the registered colours provided that all registered colours are used and no other is included. This means that clubs could have a different style strip for different teams incorporating the registered colours.
- (C) Club shorts and socks must be registered with SCM but are not considered part of the strip for this Appendix.
- (D) Any existing club wishing to change one or more of their registered colours must make submission to SCM. If SCM agrees, it will be taken to the next Council of Clubs for approval before the change is accepted.
- (E) Existing clubs can put change submissions in at any time, but changes will not take effect until the following season. SCM must receive submissions for the following season by the September meeting. Any submissions after that deadline will not be considered for the following season.
- (F) Existing clubs changing colours have a maximum of three (3) years to change all strips over to the new colours. In that time both sets of colours will be accepted.
- (G) New clubs coming into the competition will have colour / strip approved by SCM after consultation with existing clubs that have a registered colour that clashes with the proposed strip.
- (H) As clubs will be able to register a variety of styles and designs using the registered club colours the REVERSE strip will be considered a style or design in registered club colours that is different to the regular strip the TEAM plays in.

An ALTERNATE strip is a strip specifically registered for the CLUB for the purposes of providing contrasting colors for HOME games where the referee requests a change of strip due to similarity of colours.

- (I) At the start of each season, each club will be issued with a list of clashing strips by SCM/Development/Fixture Committee. Clubs with clashing strips must confer with the referee prior to the commencement of the game to ensure the referee is satisfied that there is sufficient contrast between the teams. If a change is requested the HOME club may offer a REVERSE strip. If that does not provide sufficient contrast an ALTERNATE strip must be worn.
- (J) The QCSRA may recommend to SCM that extra teams are added to the list of clashing strips. SCM may make changes through the season if warranted.

## APPENDIX E – SPONSORSHIPS

Sponsors are organisations/business/individuals who contribute financially, physically or by other means to offset costs directly to Clubs and Zones, and are visible to players and spectators through signage on playing uniforms or grounds under the direct control of the Club or Zone. It excludes brand and product names *i.e.*, Covo, Streets.

- (A) Sponsors on strips and shorts are allowed on the front and sleeves only. Anywhere else is expressly forbidden except clubs with previous approval under prior rules for the life of that strip. The size and style of the logo or wording must also be approved by SCM. Any logo / picture that change the major colour of the jersey will not be accepted. Clothing brand logos are not considered sponsors.
- (B) All sponsors other than those in Section A are to be submitted to SCM to ensure they meet QCSA principles. Size and placement of logo's / signs are at club discretion, subject to other authorities approvals as necessary, and do not interfere with playing area.

## APPENDIX F – SEVEN-A-SIDE MODIFIED RULES

These rules are for the Seven-A-Side Competition.

- (A) Unless otherwise stated in this Appendix, the normal FIFA Rules shall apply and the QCSA By-Laws shall be followed.
- (B) **Field of Play** - 2 Fields shall be placed side by side running across the field. 1 Metre gap between fields is required and a minimum of 1 metre from the goalposts (unless removed) is also required.

The Goal circle is to have a six metre radius and to be flat across the front of the goal. The Semi Circle extending from the ends of the straight 3 metre line.

No corner posts or witches hats are to be placed on the corners. They shall be left free for corner kicks.

Goals are to be the futsal size – 3 metres wide by 2 metres high or similar.

- (C) The **Ball** to be used is to be size 5 and meeting all other FIFA requirements.
- (D) **Players - Squads** - are to have no more than twelve (12) players and no more than ten (10) may participate in any one match. No more than seven (7) may be on the field at any one time and Teams must have a minimum of five (5) players on the field to continue the match.
- (E) **Interchange** - Matches will be played under Unlimited Interchange, with no requirement to inform referee of the change, players may interchange as they wish under the following guidelines: They must be at the halfway line on the same side of the field (the side away from the other match). Players must tag as one goes off and the other comes on. There **MUST NOT** be more than the seven (7) players on the field at any one time, even for 1 second.
- (F) All **Goalkeeper Interchanges** must be advised to the referee prior to the change.
- (G) The duration of matches will be 25 minutes each way with a half time break of 5 minutes. There will be no stoppage time and referees will police & penalise any time wastage.
- (H) **Scoring** - No goals can be scored from inside the goal circle. The last touch of the ball by an attacking player must be outside circle. Defending and attacking players are both permitted to be inside the circle (except when disallowed by other laws such as penalty kicks)
- (I) The **Offside** rule will not be applied.
- (J) All **Free Kicks** require the defending side to be 5 metres from the ball. This includes **Indirect** Free kicks, **Direct** kicks, **Penalty** kicks, **Kick offs**, and **Kick ins**. In addition, no players (except the goalkeeper) may be inside the goal circle for penalty kicks.
- (K) **Cautions, Send Offs and Suspensions** will be governed by the Red & Yellow card system. All Red Cards (or 2 Yellows) are an Automatic 1 week penalty – no appeal process is allowed. If the Referee recommends more than 1 week, the QCSA Discipline Chair shall decide penalties etc.

- (L) There will be no **Throws In**. Players will place the ball on the sideline where directed by the referee and have four (4) seconds to kick the ball. Goals cannot be scored directly from a kick in.
- (M) **Penalty Kicks** will be taken from the straight line on the six metre goal circle across the front of the goals.
- (N) **Goal Kicks** will be taken from any place within the goal circle by the goalkeeper or a defending player. The ball must not cross the halfway line on the full without touching a player. If it does the other team will receive an **indirect free kick** from the centre of the half way line.
- (O) If the **goalkeeper** picks up the ball from within the goal circle, they have four (4) seconds to get the ball back into play by a throw. They cannot kick the ball out of their hands and cannot touch the ball a second time before being touched by another player from either side or until the ball crosses the half way line. If the ball fails to clear the circle on the throw, the goalkeeper may pick it up and have another throw.
- (P) The **goalkeeper** may not pick up the ball from a pass back from a player as per FIFA rules.
- (Q) **Corners** will be taken from the junction where the sideline meets the goalline.
- (R) The **technical area** for substitutions and coaches will be under the goalposts from the full size field or where they would be if they have been removed.
- (S) All teams will be required to fill in a **team list** for each match for insurance purposes. These are emailed to clubs / teams to fill in their players and hand to the referee at the start of the match.
- (T) No slide tackling will be allowed.



## **APPENDIX G – DISCIPLINE AUTOMATIC PENALTIES**

### **(A) GENERAL INFORMATION**

The QCSA discipline committee is delegated to handle all send offs and caution reports that are received from the referees as well as any other matter referred to them by SCM. The QCSA Discipline process outlines how things happen, whilst the QCSA Discipline procedures deal with what a player can expect by way of penalty / suspension for their actions.

### **(B) DISCIPLINE GUIDELINES**

After receiving an official report of any incident, the discipline committee has the power to:

- (1) Apply an automatic penalty as outlined below.
- (2) Organise a discipline hearing to discuss the incident, and work to the guidelines shown in this document in deciding the outcome and relevant penalty.
- (3) In certain extreme cases the QCSA may choose not to impose a penalty for a player that is sent off. In these cases the discipline will refer reports to the executive for ratification.

### **(C) AUTOMATIC SUSPENSIONS**

After receiving an official report of any incident, the discipline committee has the power to apply the following automatic penalties:

#### Automatic One Match Suspension

- A11 Accumulation of 3 or more issued Yellow Cards.
- A12 Foul and Abusive Language and/or Gestures considered “Low-Level” and inappropriate.
- A13 Persistent infringement after receiving a caution.
- A14 Single offence involving the denial of a goal scoring opportunity.
- A15 Where a referee has recommended a one-match penalty and the discipline committee agrees after reading the corresponding report.

#### Automatic Two Match Suspension

- A21 Accumulation of 5 or more issued Yellow Cards.
- A22 Foul and Abusive Language and/or Gestures considered “Medium-Level” and inappropriate.
- A23 Violent Charging of an opponent.
- A24 Dangerous Tackle of an opponent from behind.
- A25 Over the ball tackle whilst contesting the ball.
- A26 Pushing and shoving with intention to fighting an opponent.
- A27 Retaliation to pushing and shoving with intention to fighting an opponent.
- A28 Verbal threats made to harm or threaten opposition players.
- A29 Other actions deemed not in keeping with the spirit of participating in the game

in a safe Christian environment.

Automatic Three Match Suspension

- A31 Accumulation of 7 or more issued Yellow Cards.
- A32 Fighting with an opponent.
- A33 Single punch thrown at the body of an opponent.
- A34 Foul and Abusive Language or Gesture directed at a match official after being shown a Red Card.

**(D) HIGHER PENALTIES**

In deciding an automatic penalty, after reading and interpreting the referee’s report the discipline committee will in all cases apply a penalty that applies to the highest offence committed. (*i.e.*, IN SIMPLE TERMS a player that is sent off for denying a goal scoring opportunity by way of a dangerous tackle from behind, will be handed an automatic penalty of two matches).

**(E) FOUL & ABUSIVE LANGUAGE**

Foul and Abusive Language reports will be categorised individually into one of three categories (Low level, Medium level and High level). Individual officials and players have a different view of what is considered offensive and what is considered normal. For this reason, the words reported as well as the intensity, audibility, position on the field and who the language is directed at or to will all be considered when deciding which category will be applicable to each incident.

**(F) DISCIPLINE HEARINGS**

Discipline hearings are held as necessary at Britain Park, Troughton Road, Coopers Plains. Club Secretaries are notified of hearings that pertain to their members via telephone and/or electronically from the discipline committee chairperson.

**(G) SUSPENSION PENALTY GUIDELINES**

\* These offences can also include Z penalties.

<b>GENERAL OFFENCES</b>	<b>MINIMUM</b>	<b>MAXIMUM</b>
G01 Foul and Abusive Language and/or Gestures considered “High-Level” and inappropriate.*	2 Matches	4 Matches
G02 Deliberately kicking another player.	2 Matches	4 Matches
G03 Head Butting.	3 Matches	8 Matches
G04 Use of elbow to the body of a player.	2 Matches	6 Matches
G05 Use of arm or hand to the body of a player.	2 Matches	4 Matches
G06 Use of elbow to the head of a player.	4 Matches	8 matches
G07 Use of arm or hand to the head of a player.	2 Matches	8 Matches
G08 Grabbing hair.	2 Matches	6 Matches
G09 Spitting at another player.	4 Matches	12 Matches

G10	Indecent Actions or Gestures.*	2 Matches	8 Matches
G11	Invading personal space of an opponent inappropriately.	2 Matches	6 Matches
G12	Invading personal space of a coach, manager or official.	6 Matches	12 Matches
G13	Eye gouging	4 Matches	12 Matches

***FIGHTING / STRIKING OFFENCES***

		<b><i>MINIMUM</i></b>	<b><i>MAXIMUM</i></b>
F01	Repeatedly Throwing punches at the body of a player.*	3 Matches	8 Matches
F02	Repeatedly Throwing punches at the head of a player.*	6 matches	1 Year
F03	Punching during a fight (including Retaliation).*	3 Matches	1 Year
F04	Kicking a player during a fight.*	6 Matches	1 Year
F05	Kicking a player on the ground (Including Stomping).*	6 Matches	1 Year
F06	Running from elsewhere (on-field) to join into a fight.*	4 Matches	1 Year
F07	Running from off the field to join into a fight.*	6 Matches	5 Years
F08	Inciting the crowd.*	8 Matches	5 Years
F09	Attacking or fighting with spectators.*	12 Matches	5 Years
F10	Lashing out in any way at an opponent.	6 Matches	1 Year

***OFFENCES INVOLVING MATCH OFFICIALS***

		<b><i>MINIMUM</i></b>	<b><i>MAXIMUM</i></b>
M0 1	Threats to harm match officials or relatives by word or gesture.	1 Year	50 Years
M02	Threats to kill match officials or relatives by word or gesture.	1 Year	50 Years
M03	Physically threatening a match official.	1 Year	50 Years
M04	Manhandling a match official with one hand or open hand.	2 Years	50 Years
M05	Manhandling a match official with two hands.	2 Years	50 Years
M06	Spitting at match officials.	8 Weeks	50 Years
M07	Intimidating a match official.	6 Weeks	50 Years
M08	Invading the personal space of a match official.	8 Weeks	50 Years

<b><i>OTHER OFFENCES</i></b>		<b><i>MINIMUM</i></b>	<b><i>MAXIMUM</i></b>
Z01	Send off not otherwise specified.	1 Week	50 Years
Z02	Bringing the game into disrepute.	4 Weeks	20 Years
Z03	Bringing the Association into disrepute.	8 Weeks	25 Years
Z04	Offences involving spectators.	1 week	50 years
Z05	Offences involving team officials.	1 week	50 years

