

**Developing football for everyone.**

## **SCHEDULE C2: Senior Competition Rules**

These Competition Rules and Regulations govern all senior competitions in the Eastern Suburbs. This includes All Age, Premier League & Premier League Reserve, Over 35 and Over 45.

Clauses or sub-clauses of these Rules and Regulations shall be described by use of the word "Rule" followed by the number and letter identifying the clause or sub-clause (e.g. "3.04(B)ii")

## **DEFINITIONS**

'Association' means the Eastern Suburbs Football Association Incorporated.

'Board' means the board of directors comprising the persons elected in accordance with the ESFA Constitution.

'Championship Competition' means any competition organised by ESFA as a League

'Club' means a club as described in the ESFA Constitution.

'Club Referee' means a Referee appointed by a home Club in accordance with Rule 8.05

'Competitions Manager' means an employee of ESFA or other person appointed by the Board to manage League competitions.

'Eastern Suburbs' shall be the area controlled by ESFA as directed and approved by FNSW

'ESFA' means the Eastern Suburbs Football Association Incorporated.

'FIFA' refers to Federation Internationale De Football Association (FIFA).

'FNSW' means Football New South Wales

'Judiciary Committee' means the Judiciary Committee as defined in Schedule D,

'Laws of the Game' means the Laws of the Game as issued by FIFA from time to time.

'League' means any of Men's League and Women's League.

'Men's Club' means a Member participating in Men's League competitions.

'Men's League Council' (MLC) refers to the Men's Council as defined in Schedule B,

'Men's League' means the Members participating in competitions for men who are 18 years or over as organised and structured by the SFMC.

'Official Fixture List' means the ESFA notification of a competition draw as described in Rule 4.

'Referees Fees' means the fees payable to Referees and assistant Referees as determined in accordance with Rule 8.02

'Referee' means a Referee either appointed by ESFA in accordance with Rule 8.01 or a Club Referee appointed in accordance with 8.05.

'Round' refers to a full cycle of fixtures where each team plays each other once. There may be one, two, three or four rounds as determined by the SFMC.

'RTO' means an individual from a Club who has been nominated to represent a team and has been registered by ESFA as such representative

'Sanctioned' refers to fixtures approved by or under the direct control of the SFMC.

'SFMC' means the Senior Football Management Committee constituted pursuant to Schedule B to administer and control the League competition

'Team' or 'Teams' refer to a team or teams under the control of and which are the responsibility of their Club, and therefore any sanctions or penalties applied to a team or teams may also be applied against their Club.

'Women's Club' means a Member participating in Women's League competitions.

'Women's League Council' (WLC) refers to the Women's Council as defined in Schedule B,

'Women's League' means the Members participating in competitions for women who are 18 years or over as organised and structured by the SFMC.

## **1. COMPETITIONS, ADMINISTRATION AND MEMBERSHIP**

01. ESFA shall conduct a winter season in which it shall conduct league competitions in the following age groups
  - (A) Men's Premier League
  - (B) Men's All Age
  - (C) Men's Over 35
  - (D) Men's Over 45
  - (E) Women's All Age
  - (F) Women's Under 21
  - (G) Women's Over 35
02. ESFA shall conduct a cup competition known as the ESFA Cup open to all men's teams participating in competitions 01(A) to 01(D) inclusive in the league competition in accordance with rules set out in section 14 below.
03. ESFA may also conduct cup competitions incorporating women's teams from leagues 01(E) to 01(G) inclusive as it may determine from time to time.
04. The SFMC shall administer these rules.
05. A club designated as a senior club may be permitted to enter teams in competitions 01(A) to 01(G) inclusive.
06. Notwithstanding any prescribed procedures in the following, the SFMC may make any decision necessary for the fair conduct of competitions as extraordinary circumstances arise.
07. The Association shall indemnify individual members of the SFMC and league councils for any costs incurred in legal action related to decisions made by them (except where conduct is deemed fraudulent).
08. The day to day operations of the SFMC shall be vested in the competitions manager.

## **2. NOMINATIONS**

01. ESFA shall call for nominations from clubs to enter teams in the competitions set out at Rule 1.01 above.
02. Nominations shall close at 5pm on the Friday 29 days prior to the scheduled start of the League season subject to Board Discretion.
03. Each nomination shall be on the form prescribed by ESFA and must include a nominated division for each team.
04. Clubs shall be invoiced a fee for each team nominated that shall not be refundable once the deadline for closure of nominations has passed.
05. Provision should be made on the nomination form for clubs to provide a brief summary of the history of each team and reasons for nomination to help aid the SFMC's grading decisions. This summary should include the last division and team of the players expected to form the nominated team.

## **3. GRADING AND COMPETITION FORMATS**

01. There must be a minimum of five teams nominated in an age group for a competition to be formed.
02. The SFMC may combine the nominations from two age groups to conduct competitions. Where appropriate both relevant league councils may also agree to combine the girls under 18 division with the Women's All-Age competition and the Junior under 18 division with the men's all age competition at the SFMC's request.
03. Where the number of teams in a particular age group exceeds 10 the SFMC shall grade teams into multiple divisions.
04. Divisions shall be formed based on any of the following league formats:
  - (A) 5 or 6 team senior competition
    - i) 3 rounds of fixtures shall be played (15 games including the BYE for 5-team competitions).
    - ii) The top 4 teams shall play a knockout finals series

- (B) 7 or 8 team senior competition
    - i) 2 rounds of fixtures shall be played (14 games including the BYE for 7-team competitions)
    - ii) The top 4 teams shall play a knockout finals series.
  - (C) 9 or 10 team senior competition
    - i) 2 rounds of fixtures shall be scheduled (16 games for 9-team competitions and 18 games for 10-team competitions)
    - ii) The top 4 teams shall play a finals series using the Page McIntyre 4-team system.
05. Teams shall be graded by the SFMC based on the following criteria:
- (A) League performance of teams in prior year (excluding finals).
  - (B) Any additional groups of players added to team.
  - (C) Loss of key players as notified.
  - (D) Other evidence provided with nomination.
06. Where competitions are combined between multiple age groups, the SFMC may choose to split the combined competition based on age group rather than the position on the ladder at some point following the completion of one or more full rounds of fixtures and either further full rounds of fixtures scheduled or a finals series played. Points shall be carried forward by all teams after such a split.
07. Where a competition split is scheduled but postponed fixtures remain to be played the SFMC shall be permitted to split the competitions based on an expected result between the teams. Following the split, catch up games shall still be played to ensure an appropriate competition.

#### **4. FIXTURES AND GROUNDS**

- 01. The competition manager shall schedule fixtures after being notified of the SFMC of final grading.
- 02. Fixtures for round 1 shall be finalised and released to clubs one week prior to the commencement of competitions (subject to amendment due to changes in grading.)
- 03. The Competitions Manager shall post the full draw on the Association website as soon as it is available.
- 04. All fixtures shall be played at the ground notified.
- 05. Where the home club holds a booking at a facility, it may designate ground numbers which may change from day to day (but not within days) provided such information is posted in an appropriate manner at the complex.
- 06. Where the Association holds a ground booking and allocates clubs a home fixture on these grounds, the ground number shall be as recorded in a map by the association.
- 07. The association shall charge clubs for each home game played on a ground hired by the Association. The total cost incurred for match day ground hire (including bookings used for mid-week games but not those used for training) shall be allocated evenly between each match played in the booking periods on a per hour basis.

#### **5. PLAYER REGISTRATION AND ELIGIBILITY**

- 01. The eligibility of Players shall be defined by ESFA from time to time.
- 02. A qualified or bona-fide player is one who has electronically completed a player registration form that has been submitted to ESFA by a member club, has paid their registration fee and is registered as per these Rules and Regulations, and has been issued an ESFA player identification card.
- 03. Any Club playing an ineligible player shall be ineligible for any points with respect to any matches played by that player and shall be deemed to have forfeited the fixtures. The Club shall also be fined a minimum of (\$100) plus costs associated with the match or a greater amount as determined by the SFMC in addition to any other disciplinary action imposed.
- 04. All Registration and transfer of players will end on the 30th June of each season.

05. Every team must register a minimum of eleven (11) players in senior competitions by the start of round 1. Teams with less than this number of players will be asked to show cause as to why they should remain in the competition
06. Once a player is nominated for a particular team, they shall be considered a permanent member of that team, including goalkeepers.
07. A player may never play in a team graded lower than that to which they are registered except that goalkeepers may be granted special exemption from this rule after application in writing to the SFMC.
08. A Premier League Player may never play down in an All Age Men, Over 35 or Over 45 Competition.
09. An Over 35 Competition is considered lower than the All Age Competition and the Over 45 lower than the Over 35 Competition.
10. For underage competitions, all players must be turning the age specified for their competition in the calendar year of the competition, except in circumstances outlined in section Schedule C1.
11. For overage competitions all players must be turning the age specified for their competition in the calendar year of the competition, except in the circumstances outlined below, except that a player becomes Over 35 on their 35<sup>th</sup> birthday and a player becomes Over 45 on their 45<sup>th</sup> birthday.
12. All new players must provide proof of age to their club, that being a photocopy of birth certificate, passport or drivers licence and this shall be available to the Association on request.
13. All players must be sixteen (16) years of age or older to participate in the Senior competitions. A Club may only submit a registration for a player on or after the players sixteenth birthday.
14. Under exceptional circumstances individual players may apply to the SFMC if they are under the age of 16 for special dispensation to rule 5.13.
15. Any registration for a player up to the age of eighteen (18) must be accompanied by a supporting letter from the Club and players parents, to compete in senior competition.
16. Players in the Men's Leagues are permitted to participate in higher age groups or grades on 3 occasions. On the 4th occasion the player will have to return their ID card to the administration office for re-registration to the lowest age group or division played in those 4 occasions. Re-grading shall be assessed using the same criteria by the SFMC after each subsequent match played in a higher division taking into account matches played prior to previous re-registrations.
17. Over 45 players are permitted to play an unlimited number of matches in a higher division and remain registered in the Over 45 competition, however, any player who plays more games for a higher division team than an Over 45 team may not play for the Over 45 team in finals fixtures.
18. Players in the Women's Leagues are permitted to participate in higher age groups or grade, on 4 occasions. On the 5th occasion the player will have to return their ID card to the administration office for re-registration to the lowest age group or division played in those 5 occasions. Re-grading shall be assessed using the same criteria by the SFMC after each subsequent match played in a higher division taking into account matches played prior to previous re-registrations.
19. In the Over 45 Men's competition each team may register up to 4 players aged 40-44. Until they turn 45, these players will be subject to regrading under rule 5.16 above. A player re-graded under this rule may not be replaced by another player aged 40-44.
20. In the Over 35 Women's competition each team may register up to 4 players aged 30-35. These players will be subject to regrading under rule 5.18 above. A player re-graded under this rule may not be replaced by another player aged 30-34.
21. Any player that has played three or less games for their registered team may apply in writing to the SFMC to be regraded downwards.
22. A player regraded downwards shall not play up a grade on any further occasions during that season.
23. A player is deemed to have played a game if their name is included in a match card and a shirt number has been placed against their name.

24. A player may only play for one team in a specific competition in one season. No exceptions may be granted for this rule which covers league and cup competitions.
25. No dual registration is allowed under any circumstances. Players are not allowed to register with more than 1 club or more than 1 team, within or outside ESFA's boundaries. A player's first registration will be deemed valid however the SFMC reserves the right to adjudicate otherwise.
26. A player may transfer between clubs prior to the 30 June deadline provided that the player completes a de-registration form with the first club and does not have outstanding registration fees.
27. Only female players are eligible to participate in the Women's competitions.
28. Players registered prior to round 1 will be invoiced following that date in accordance with the ESFA Constitution and By-Laws.
29. Players registered after the completion of round 1 will be invoiced following the closure of registrations on 30 June.
30. Players deregistered by close of business on the Monday after the start of the season shall have their ESFA registration fee refunded in full.
31. Players deregistered after the date in 30 but prior to the start of Round 4 (as notified by ESFA) shall be eligible for a 50% refund, to be applied in the invoice received after close of registrations at 30 June.
32. Any Registered Team Official (RTO) or club official who knowingly allows an ineligible player to take part in a fixture shall be subject to penalty up to and including life bans from participation in football. An RTO shall also be subject to penalty for all accidental breaches of this rule.

## **6. PREMIER LEAGUE**

01. Notwithstanding the above, the Premier League competition shall consist of a first grade and reserve grade competition.
02. A minimum squad of 28 players shall be registered for each club in Premier League.
03. Players registered in the squad may play in either grade throughout the season.
04. Prize money shall be paid as follows:
  - (A) Premiers - \$5,000
  - (B) League second place - \$3,000
  - (C) Champions - \$1,500
  - (D) Reserve grade premiers - \$500
05. To be eligible for playing finals in Reserve Grade a player must have played in more than or the same number of reserve grade fixtures than first grade fixtures on the last 5 weekends for which they were available.
06. Fixtures shall not be played on consecutive days in the Premier League competition.
07. Only players registered in a Premier League squad may play in Premier League matches.

## **7. PLAYING RULES**

01. All matches shall be played in accordance with the FIFA Laws of the Game (FIFA LOTG) except for the amendments contained in these rules as approved by FFA and FNSW in accordance with their regulations.
02. Dressing the field
  - (A) In addition to the prescribed equipment, grounds shall be dressed with the following
    - i) all goals must have nets
    - ii) A rope placed on any side of the field where spectators are located between the 18 yard lines at each end and at least 2 metres from the playing surface.
03. Goalposts
  - (A) Combination or dual use goal posts may be used in all ESFA competitions. A ball striking parts of the goal post not forming the football

goal shall be deemed to have crossed the goal line and play shall be restarted in accordance with the relevant FIFA LOTG.

04. Match length:
  - (A) All Senior competitions – 90 minutes
  - (B) Referees are instructed that time should not be added on for injuries and other stoppages in all matches except for Premier League First grade.
05. Ball size: Size 5 for all senior competitions
06. Substitutions and match squad size
  - (A) The Premier League Competition shall allow 5 substitutes to be named and used
  - (B) All -age men's and women's competitions shall allow 5 substitutes to be named at the start of the game and an unlimited number of interchanges between players in the match day squad.
  - (C) Over 35 and Over 45 men, and Over 35 women matches shall allow 7 substitutes to be named at the start of the game and an unlimited number of interchanges between players in the match day squad.
07. Referees shall allow minimum of 5 and maximum of 10 minutes for half time.

## **8. REFEREES**

01. ESFA Referees' Branch shall endeavour to appoint referees and assistant referees to all fixtures within ESFA.
02. Payment for referees shall be in accordance with a schedule advised by Football NSW and as amended by the Board from time to time.
03. Each team shall be invoiced 50% of the fees paid to match officials by the Association.
04. Where no referee is appointed to a fixture, the home team shall provide an appropriate person to referee.
05. Where an appointed referee does not turn up the home side shall be responsible for providing a referee.
06. A player may not referee and subsequently play in the same fixture nor play and subsequently referee a fixture.
07. The referee shall collect the match card and return it to the ESFA office as set out in the rules of ESFA Referees Branch.

## **9. REGISTERED TEAM OFFICIALS AND COACHES**

01. Each team must have at least one registered team official (RTO)
02. All RTO's shall be issued with an identification card and number which shall be recorded on the match card.
03. The RTO designated on the match card shall be responsible for the duties and obligations of RTO in the designated match.
04. For senior games, in the absence of an official RTO, the team captain shall be designated as the RTO. In the event of any penalties against a non registered RTO from the judiciary, the offending club shall incur an additional fine as determined by the judiciary.
05. The RTO is responsible for the safety of the referee against the conduct of their team's players and supporters. The RTO should also assist the referee and opposition RTO in managing the conduct of neutral and opposition supporters and players from both teams.
06. No RTO shall enter the field of play to perform their duties (except as players) unless there is an immediate threat to the physical safety of the referee. The referee shall be responsible for controlling the conduct of players towards each other on the field of play in normal circumstances.
07. The RTO must identify by name and for players, shirt number, any person the referee wishes to cite for misconduct. Failure to do so shall result in the RTO being subject to judiciary punishment.
08. The RTO must provide the player's card to the referee for any player who received a red card.

## **10. MATCH CARDS AND PLAYER CARDS**

01. RTOs shall prepare a match card for all league and finals series fixtures listing all players registered in the competing teams and their registration ID numbers.
02. The RTO should add the shirt number of each player participating in the game and add the name, registration number and team of any players registered in another team in a designated area on the card.
03. A player who will be participating in the game but who has not arrived or does not yet have a shirt number must be clearly marked on the card as an interchange or substitute player prior to the commencement of play.
04. Once play has commenced no further changes may be made to the match card. A player not recorded on the match card at the start of play may not participate in the match. A player's shirt number may be added to the match card before half-time where this information was not available at the start of the game.
05. All clubs shall be provided a player identification card for each player registered listing the player's registered team, name and photo.
06. All player cards shall be checked by the opposition RTO prior to the commencement of play.
07. Where a team is unable to provide player cards, the opposing RTO must note this fact on the match card and the referee shall sign the note. Play shall commence as scheduled.
08. If player identification cards are not presented prior to the commencement of the second half the match shall be declared a forfeit. Play may continue at the discretion of both teams and the referee and disciplinary proceedings may still be instigated however the result shall not stand.
09. Where an individual player is unable to provide a player card, that player shall be deemed ineligible and not permitted to take the field until the card arrives.

## **11. FORFEITS, WITHDRAWALS AND REGRADING TEAMS**

01. All teams must have at least seven players on the field for a match to begin or continue.
02. If a team has less than seven players at the scheduled kick-off, the referee shall allow an additional 10 minutes for the arrival of further players. After 10 minutes the referee shall abandon the fixture and notify the SFMC of the circumstances.
03. The SFMC shall be responsible for determining that a forfeit has occurred based on reports received from the referee and teams involved.
04. Any team unable to fulfil a fixture shall notify the ESFA office before close of business 2 working days prior to the scheduled fixture. Any forfeit which occurs without notification shall be liable for a penalty plus the payment of full referee's fees.
05. Any team which forfeits on 3 occasions shall be removed from the competition and be liable to a further penalty for such withdrawal.
06. Any team which withdraws after the release of the competition draw shall be subject to a fine.
07. Where a team withdraws before the completion of the first round of fixtures, all matches played by that team shall be nullified and removed from the competition table.
  - (A) Where a match is postponed, the full round of fixtures shall be deemed to have been completed when they were originally scheduled and any postponed matches not played shall be deemed a forfeit win to the opponent.
08. Where a team withdraws after the completion of a full round of fixtures (subject to 07(A) above), all results in the full round of fixtures shall stand. Any results from matches played in subsequent partially completed rounds shall be nullified as described at 07 above.
09. Teams may apply in writing to the SFMC for regrading at any time up to the end of the first round of fixtures. The SFMC may restructure competitions as it deems fair.

## **12. LEAGUE AND FINALS FORMATS**

01. All league matches shall be played for the following points:
  - (A) Win – 3 points
  - (B) Draw – 1 point
  - (C) Loss – 0 points
02. If two or more teams are equal on points, the following tie breakers shall be used to determine final positions.
  - (A) Goal difference
  - (B) Goals scored
  - (C) Points in matches between teams equal on points
  - (D) Goal difference in matches between teams equal on points
  - (E) Goals scored in matches between teams equal on points
  - (F) Drawing of lots
03. The winner of the league shall be declared the Premiers.
04. Where a 4-team knockout finals format is to be used the following process shall apply:
  - (A) Week 1 – 1 vs. 4 and 2 vs. 3
  - (B) Week 2 – Grand final between winner of 2 week 1 fixtures
05. The 4-team Page McIntyre system is played as follows
  - (A) Week 1 – 1 vs. 2, 3 vs. 4
  - (B) Week 2 – Loser of 1v2 vs. winner of 3v4.
  - (C) Week 3 – Grand final between winner of 1v2 and winner of week 2.
06. The winner of the Grand Final shall be called the Champions.
07. Other finals may be adopted to cater for more teams.
08. The Premiers shall be nominated as the ESFA representative in the FNSW Champion of Champions competition.
09. ESFA shall provide perpetual trophies to the Premiers and the Champions, to be returned by the end of July in the subsequent year.
10. ESFA shall provide up to 20 medals for the players and coaches of the Premiers and Champions as well as to the losing grand finalists.
11. The competition manager shall determine the venue for all finals matches. All venues shall be deemed neutral and the responsibility for dressing the pitch will be advised at the discretion of the competition manager.
12. All finals matches must be played to a winning result. In the event of a draw, golden goal extra time shall be played.
  - (A) Under 12 – 5 minutes each way
  - (B) Under 13 to Under 17 – 10 minutes each way
  - (C) Under 18 and seniors – 15 minutes each way
13. If the match remains a draw at full time, the match shall be decided by a penalty shootout in accordance with the laws of the game.

## **13. SUSPENSION OF MATCHES AND RESCHEDULING**

01. A referee may suspend play in any match due to misadventure or natural causes such as sprinkler interference or lightning, or due to misconduct by players, officials or spectators of one or both teams. The referee should allow the match time to continue until the end of the half in progress at the time of the incident (except in Premier League First Grade where time must be added for any interruption).
02. If play is suspended, due to reasons outside the control of the teams playing the match, the referee shall report to the SFMC on the cause of the suspension, the score at the time of the suspension and the time played. The following shall also occur:
  - (A) If play is suspended before half time, the referee shall notify both teams of the completion of the half. If play cannot be restarted at the end of the half time interval, the match shall be abandoned.
  - (B) If play is suspended in the second half, the referee shall notify both teams of the amount of time remaining. The result shall stand if more than 70 minutes of play have been completed.

03. If play is abandoned or suspended due to the misconduct of players, officials or spectators of one or both teams the referee shall provide an incident report to the SFMC on the circumstances that caused the suspension or abandonment. The SFMC shall refer any individuals identified in the incident report to the judiciary.
04. Where the judiciary finds that the misconduct of one team (or persons related to that team) caused the match to be abandoned, the SFMC may make the following determinations with regards to the fixture:
  - (A) Allow the result at the time of the suspension to stand if the offending team was losing at the time of the incident.
  - (B) Award a forfeit win to the non-offending team
  - (C) Order a replay of the fixture provided less than 45 minutes had been played and the non-offending team was not winning.
05. Where the judiciary finds that the misconduct of both teams caused the abandonment of the fixture, the SFMC may make the following determinations with regards to the fixture:
  - (A) Replay the fixture
  - (B) Allow the result at the time of the incident to stand provided more than 45 minutes had been played.
  - (C) Cancel the fixture and award no points.
06. In addition to the above decision the SFMC shall also have the power to apply additional penalties to teams including:
  - (A) Points deductions
  - (B) Cancellation or forfeit of future fixtures
  - (C) Expulsion of team from the competition.
07. The judiciary may have the power to punish individual players and the clubs in accordance with the by-laws.
08. Where a match is to be rescheduled the home club secretary must propose an alternative date, time and venue within 7 days of the originally scheduled fixture for a date between 8 and 35 days after the originally scheduled fixture or on a designated wet weather date.
09. If the home team fails to notify the competition manager of a proposed date within 7 days, the away team has a further 7 days to schedule the match on one of their home pitches.
10. The away team may schedule the game between 15 and 35 days after originally scheduled date or on a designated wet weather date and may invoice the home team for the pitch hire.
11. The competitions manager shall reschedule all games not rescheduled within 14 days on any ground booking held by the competing clubs or association. No invoices may be charged and no negotiation entered into.
12. The competition manager shall declare an end date to clubs that would ensure a finals series will be completed.
13. The competitions manager has full power to adjust scheduling to ensure the season is completed by the declared end date.
14. The Competitions manager should ensure that no team plays more than 3 games in 9 days except to finish season.
15. Nothing in the above shall preclude the SFMC from rescheduling a fixture at its earliest convenience in order to assist the smooth operation of the competition.
16. All league fixtures must be completed by the Thursday evening 10 days before the last Sunday in August. Any fixtures not played by this date shall be deemed a forfeit by the home team as listed in the draw.
17. Nothing in the above shall preclude the SFMC from amending a competition format due to excessive abnormal weather including by cancelling fixtures, amending the number of games to be played and shortening the finals series.

## **14. ESFA CUP**

01. The Association may schedule a knockout competition to be called the ESFA Cup in age groups as determined from time to time.

02. A maximum of 32 teams may enter the cup.
03. Each club may nominate any of its teams to enter the cup. If the number of entries exceeds 32 then clubs shall be restricted to one half of the number of teams in the relevant age group in the previous season.
04. If the number of nominations still exceeds the limit, then the 32 highest graded teams shall be accepted as determined by the SFMC during the grading process.
05. Round 1 of the ESFA Cup shall be scheduled the week prior to the start of the league. Photo identification cards are not required for players in round 1.
06. The draw shall be random and byes shall be scheduled, where possible, in round 2 (i.e. if 26 entries, then 13 games and no byes in round 1, 5 games plus 3 byes in round 2).
07. There shall be no restriction on which registered players from a club may play for each team entered in the cup.
08. No player shall play for more than 1 team in the cup in the same season.
09. For the purposes of Rule 14.05, all teams participating in the cup must be linked to a registered league team.
10. All matches played in the Cup will involve squads of 16 players with unlimited interchange by 5 bench players.
11. Golden goal extra-time and penalty shootouts shall be used to break draws as described in Rule 12 above.

## **15. DISCIPLINE AND PENALTIES**

01. The following items are prohibited at all ESFA fixtures.
  - (A) Flares
  - (B) Fireworks
  - (C) National flags other than the Australian flag
  - (D) National or political emblems other than the Australian emblem
  - (E) Loudhailers
  - (F) Banners or placards displaying political messages or slogans
  - (G) Instruments prohibited by law
02. Clubs, official(s), spectators and/or players under the jurisdiction of ESFA are prohibited from using and/or displaying in logos, letterheads, clothing, programs and/or newsletters, any of the following items: -
  - (A) National flags other than the Australian flag
  - (B) Emblems or symbols which promote a political objective or movement
  - (C) Maps other than a map of a geographic area of Australia or parts thereof
  - (D) Any slogan or message of a political nature
03. All players sent-off in ESFA fixtures shall be subject to the judiciary process set out in Schedule D.
04. A player that has received 5 yellow cards in any ESFA competition matches shall be suspended for 1 competition match.
05. A player that has received 8 yellow cards in any ESFA competition matches shall be suspended for 2 competition matches.
06. Any player suspended in accordance with 15.05 above shall receive a suspension of 1 match for each subsequent 2 yellow cards.
07. A suspension shall be served only in a player's registered team. A suspended player may not play for any higher division team until the day after the completion of their suspension.
08. A player suspended in premier league first grade or reserve grade shall serve their suspension based on the games played by the team in which they were playing for when sent-off or received their 5<sup>th</sup> yellow card.
09. The SFMC shall have the authority to refer to the Judiciary Committee any issue that the SFMC may think is appropriate which relates to the discipline (including fining and/or sanctions) of players or Clubs.
10. The following penalties shall apply for breach of these competition rules. The competition manager shall be authorised to apply these penalties in the first instance automatically. A club may request a review by the SFMC including the submission of

written evidence. Any further appeal must be made to the appeals committee under processes set out in the by-laws.

Rule 2.02 - \$50 per day or part thereof

Rule 2.03 - \$50 if not on nominated form

Rule 4.04 - \$50

Rule 5.03 - \$100 plus referees fees plus judiciary penalties.

Rule 7.02 - \$20 for missing spectator ropes, \$50 for missing corner flags, \$100 for missing nets.

Rule 1.01 - \$50 for incorrect ball size

Rule 8.06 - \$100

Rule 9.01 - \$100

Rule 9.04 – Penalty up to \$200.

Rule 1.01 – Penalty up to \$200.

Rule 1.01 – Failure to present prescribed match card - \$20.

Rule 1.01– Failure to provide alternative blank match card - \$20

Rule 10.02 – Failure to number match card - \$50 and forfeit as no playing team nominated.

Rule 10.06– Failure to check played ID cards - \$50

Rule 11.04 – Forfeit with notice - \$10, Forfeit without notice \$100

Rule 11.06 – Withdrawal of team after release of fixtures - \$250