



COMPETITION RULES

Valid as at 10 November 2009

1.0 Rules

- 1.1 The Soccer Federation Rules shall apply except when superseded by any of the following rules.
- 1.2 The intent is for the competition rules to apply for a full 12 months.
- 1.3 These rules can be changed at any time during the year but only after the following process;
 - 1.3.1 All registered team leaders must be notified in writing of the proposed rule change, and
 - 1.3.2 At least 60% of team leaders must respond in writing to the notification of proposed rule change. Each response is to be counted as a vote.
 - 1.3.3 Each member of the management committee must received notification of the proposed changes and is entitled to one vote.
 - 1.3.4 At least 51% of the combination of written responses (votes) from the team leaders and the votes by the management committee must be in favour of the change.
 - 1.3.5 The rule change must be presented to a management meeting to be recorded in the minutes.
 - 1.3.6 The register of rules must be updated with a note recording the minute number and date.
 - 1.3.7 The rule change must be advertised on the notice board.
- 1.4 The secretary must give at least 14 days notice of the meeting to each team and must state the business to be conducted at the meeting.
- 1.5 The agenda will be distributed to team leaders fourteen days prior to the meeting. Only the business on the Agenda can be voted on at the meeting.
- 1.6 All persons who are players in a Gold Coast Over 35 Soccer team with the exception of guest players must be members of the Gold Coast Over 35 Soccer Association Inc.
- 1.7 All players participating in the Gold Coast Over 35 Soccer Association Inc. are required to sign an acknowledgement that they are individually and personally responsible for his provision of personal accident insurance to relieve the club of any responsibility whatsoever should the player become injured, unable to work or incapacitated while participating in activities organised by the Gold Coast Over 35's Soccer Club Inc.

2.0 Team Composition

- 2.1 Each team can nominate 15 registered and financial players for any game. There is no limitation on the number of players registered for each team other than that outlined in (c) below.
- 2.2 Players can freely change teams at the start of a season but need to be released from the team after playing the first game for that team. The player can play for the new team the week after the primary team leader has signed a release form. A player can only be released from the team if it has more than 11 players.
- 2.3 If a team has less than eight (8) primary team members on the park and ready to play at the start of the game, it will forfeit the game. If the game is still played, it is regarded as a friendly. One penalty point for each player under 8 primary team members will be deducted off the competition points.
- 2.4 Players can be substituted at will. Any player can come on and off repeatedly with permission of the Referee.
- 2.5 Each team must nominate a Captain before the match begins.
- 2.6 All players must reach at least the age of 35 years in the year of competition.
- 2.7 The competition rules will apply for a full 12 months from AGM to AGM under clause 1.2. The Management Committee will have total discretion in regard to the registration of players for those teams who need the support for the completion

of their squads. An application is to be made to the Management Committee who will appoint players to that team.

- 2.8 A financial member of the club may register for a second team, be it another over 35 team, or an over 45 team. This is known as “Dual Registration”. The player must pay a second registration fee, but is not required to pay a second membership fee. The playing year is split into two seasons. Fees per season are,
 - 2.8.1 Primary Team \$100 per season
 - Dual Team \$70 per season
 - 2.8.2 These fees to be reviewed for the new calendar year by subsequent committees
- 2.9 A dual registration player has to nominate his primary team. The team leader from the primary team can refuse to release the player if both teams play at the same time.
- 2.10 A non-member is a member who has never been a financial member of the Gold Coast Over 35's Soccer Club. This person is required to sign the acknowledgment referred to in section 1.7 above before playing. A non-financial member is a member who is a former financial member and can play without signing the acknowledgement in section 1.7).
- 2.11 An individual guest player can be a ‘guest’ player twice and playing only once for the same team. A guest player may be;
 - 2.11.1 A non member of our association, or
 - 2.11.2 A former member of the association who has not been registered as a player in the previous season (half year).
- 2.12 An “Over 35” team is allowed to register a maximum of two (2) over 35 registered dual players only. No restrictions on over 45 dual registered players.

3.0 Officials

- 3.1 All officials should possess a good understanding of the rules.
- 3.2 A pool of Referee's and linesmen is to be established by the Co-ordinator. All referees must be officially registered with the club before refereeing any games to be eligible for payment.. Voluntary referee accepted by both teams will be unpaid.
- 3.3 Fees for the Referee's shall be borne by the Club.
- 3.4 Each team must provide at least one (1) official for the night if a linesman (assistant referee) is not available. The referee or both teams can insist on using a linesman (assistant referee).
- 3.5 Linesmen (assisting referees) appointed by the referee coordinator will be paid at the rate set at the AGM. All assisting linesmen described in 3.4 above are appointed on a voluntary basis only
- 3.6 The Registrar is deemed to be a playing official the same as a referee. Any abuse or disrespect toward the registrar will be considered the same as abuse of a referee and the same penalties will apply.

4.0 Judiciary

- 4.1 Team officials are responsible for the conduct of their players and must withdraw any player who is unwilling to play in the intended spirit: *fun and fellowship*
- 4.2 The Referee will have sole discretion as to disciplinary action against rough or ungentlemanly conduct on the field.
- 4.3 A sin-bin situation is to be implemented at the Referee's discretion. This is a ten minute period off the field which will not be considered to be a yellow card, and no yellow card will be shown.
- 4.4 If a yellow card is shown to a player, the player must leave the field for ten minutes and the referee must record the offence.
- 4.5 Two (2) yellow cards in a game will be considered the equivalent of a red card as in FIFA rules. A team may replace a player who has been sent off for a sin-bin or yellow card offence.
- 4.6 If a player is given a red card (sent off) the player shall receive a minimum suspension of two competition nights including minimum one competition game for his own team and will not be eligible to play for any other team. A forfeited game or games cancelled by rain are not to be counted as a missed game. Should a team play a suspended player it will forfeit the game. The judiciary committee can impose a longer suspension if the referee found it warranted a report with the red card.

- 4.7 Any player who has been sent off for the second time (red card) during any competition is automatically suspended for the remainder of that season i.e. (Summer/Winter FA Cup/Nation of Origin) and a minimum of 3 months. Any suspended player has the right of appeal to the Judiciary Committee. A notice of intention to appeal must be given to the secretary. The Judiciary Committee must, within 1 month after the day of receipt call a meeting with the player to decide the appeal.

5.0 Offences

- 5.1 No slide tackles are permitted.
- 5.1.1 First Offence - 10 minutes off field, yellow or red card.
- 5.1.2 Second Offence - Send Off- Referee to note name on team sheet.
- 5.2 Aggressive play is not tolerated. Same penalty as 5.1 above.
- 5.3 Dissent and foul language is not tolerated. Same penalty as (a) above.
- 5.4 Any player(s) involved in fighting will be sent off immediately.(red card)
- 5.5 Any team playing an incorrect “spare player”, suspended, unregistered, underage or a non-financial player will forfeit the game.
- 5.6 A player incorrectly using the “spare players” board/book will be suspended for two (2) weeks from the “Spare players” board/book and one (1) game for his own team. This includes a player playing for another team without using the “spare players” board/book.
- 5.7 Two (2) yellow cards in a season shall equate to one (1) red card. Two (2) red cards (4 yellow) during a season is an automatic suspension for the remainder of that season and a minimum of 3 months as under subsection 4.7.
- 5.8 Any player receiving a red card shall receive a minimum suspension of two competition nights including minimum one competition game for his own team and will not be eligible to play for any other team, a forfeited game or games put off by rain are not to be counted as a missed game.

6.0 Venues

- 6.1 The Management Committee will determine details of the competitions regarding number of teams, length of games, point scores, trophies, etc. as the situation demands.
- 6.2 The Management Committee will issue complete draws of all competitions to each team delegate who shall ensure that individual team members are aware of the draw. The Management Committee shall also post the draws on club noticeboards and website.
- 6.3 It shall be the responsibility of each player to check with his team’s nominated representative as to changes of venues or date & times.
- 6.4 In case of both teams having the same colours: Home team changes - first team named.

7.0 Team Sheets/Spare Players

- 7.1 Every team must complete a team sheet. Names and numbers to be printed on the team sheet.
- 7.2 If a team is short of players it must first use spare players listed on the "spare players" board/book, with first name on the board/book selected as first choice.
- 7.3 A team requesting a “spare player’s book” player has the option to refuse a player if that player’s team is in a division more than one (1) below the requesting team.
- 7.4 If the team does not accept the next suitable player, no others can be selected.
- 7.5 Goalkeepers can be arranged before game but must still register on the board/book.
- 7.6 Players taken from the board/book must be given a minimum 30 minutes playing time on the field.
- 7.7 Any team not complying with this will forfeit the game.
- 7.8 Players not selected by the “spare player’s book” will be suspended for two (2) weeks on the “Spare players” board/book and one (1) game for his own team.
- 7.9 Teams can take a maximum of three (3) players from the “Spare Players” board/book. An injured “Spare Player” can be replaced.
- 7.10 Players registering in the board/book must identify if they are playing on the night for their own team, if so they will be advised that they are not eligible to play until all non-playing players are used.

- 7.11 Team Managers have the right to request verification as to the identity of any player on the opposition team sheet.
- 7.12 All players' names that are expected to play in that game must be on the team sheet prior to kick-off; including those players expected to arrive late.
- 7.13 The assisting players and their regular team must be shown in brackets on the team sheet.
- 7.14 Teams who do not present fully filled in team sheets at the end of their game will be penalised one point; whether they win, lose or draw.
- 7.15 Board/book players have the option to decline playing for a higher division team without losing their place on the board/book.
- 7.16 **Guest Players**
 - 7.17 A guest player can be a non member of our association or a non-financial member who has not signed up as a player in the previous season (half year).
 - 7.18 A guest player can only play once (1) for the same team (except non-local players). The playing fees must be paid the second time the person plays for the same team.
 - 7.19 A guest player can be a guest twice (2) so long as the guest fee has been paid.
- 7.20 **No-Team players**
 - 7.21 A no-team player is a player who can only once (1) be taken first off the "spare player's book" in the current week. The second time in the same week the player will be in the "spare player's book" as any other team member.
 - 7.22 A guest player takes preference over a no-team player in the "spare player's book".
- 7.23 **Spare Player's Book players**
 - 7.24 "Spare player's Book" players are solely to assist teams to be able to have a full squad on the field.
 - 7.25 Players who requested to be available in the "spare player's book" are players who are assisting the club. The club is not obligated to insure the player has a full game.
 - 7.26 "Spare player's book" players are expected to be available to assist the club to be linesman (assistant referee) if needed. These spare players will make themselves available as linesmen (assistant referee) until they are required on the field. Their replacement is the next spare player in the book. Any "spare player's book" player not prepared to assist the club will be removed from the "spare player's book". "Spare player's book" players continuing to refuse to assist the club will not be accepted on the "spare player's book".
 - 7.27 Players registering in the "spare player's book" must identify if they are playing on the night for their own team, if so they will be advised that they are not eligible to play until all non playing players are used. Players will be selected in the order of the "spare player's book".
 - 7.28 "Spare player's book" players have the option to decline playing for a higher division team without losing their place on the "spare player's book".
 - 7.29 A team requesting a "spare player's book" player has the option to refuse a player if that player's team is in a division more than one (1) below the requesting team.
 - 7.30 Goalkeepers can be pre-arranged but still have to be listed in the "spare player's book".
 - 7.31 Players taken from the "spare player's book" are entitled to a minimum of 30 minutes playing time on the field.
 - 7.32 Any player fielding for a team without using the above rules regards "spare player's book" will automatically be suspended for two (2) weeks on the "spare player's book" and one (1) game for his own team, a forfeited game or a game put of by rain is not counted as a missed game. The team will forfeit the game.

7.33 Assist Player

- 7.34 Teams who have not had eleven (11) players signed up can request for an "Assist Player". An assist player is a person from another team who is available to assist the team every week. The registrar or committee determines whether a player can be an assist player.
- 7.35 The player has to be a reliable person who is be able to play 2 games per week.
- 7.36 The player will only assist the team till the team has eleven (11) players registered.
- 7.37 The last player signed up as assist player will drop of first.
- 7.38 A team using "Assist Players" can still use "Guest" and "Spare Book Players".
- 7.39 An "Assist Player" does not have to pay any extra fees.

8.0 Team Responsibilities

- 8.1 Any team joining the "Over35 Soccer League" may do so in the name of their club or any other name of their choosing but all the players must apply to become financial members of the Gold Coast Over 35 soccer.
- 8.2 The Management Committee will issue complete draws of all competitions to each team delegate who shall ensure that individual team members are aware of the draw. The Management Committee shall also post the draws on club noticeboards and website.
- 8.3 The first two teams playing are responsible for putting up the nets and corner flags.
- 8.4 The last two teams playing are responsible for taking the nets down and collecting the corner flags. All equipment to be placed in net bins and put in storage room.
- 8.5 All team members are requested to look after their club's property.

9.0 Special Rulings

- 9.1 Any player who is banned by the Soccer Federation will not be eligible to play "Over 35 Soccer"
- 9.2 Only registered players are eligible to play for their own team during the FA cup competition, no book players. The exception is goalkeepers. FA Cup Final - teams can only use players who have played a minimum of three games previous for that team in that year.
- 9.3 Any game being cancelled by the management committee will be recorded as a scoreless draw with both teams given 2 points.
- 9.4 An "Over 45" team is allowed to have 2 under age (over 42) players and a over 35 goalkeeper to be registered.
- 9.5 Over 35 females are permitted to be registered and play in the "Over 45" competition.

10.0 General

- 10.1 The year has been divided in two (2) seasons. The membership fee is paid yearly and the playing fees are paid per season. The first season (summer season) starts in the middle of February and finishes in July. The second season starts in July and finishes at the end of November. A pre-season competition has been organised in the past and fees are separate from the main fees.
- 10.2 Membership fees are set as under the constitution clause 7.
- 10.3 All correspondence to the Gold Coast Over 35 Soccer Club Inc. shall be addressed to "The Secretary" at the specified postal address of the club. All contact information will refer to the formal postal and physical address and phone number of the club. As at 30 June 2003 this information is;

P.O Box 280,
Labrador

Phone number 55264331

Any changes to these details will be recorded in the minutes of a formal management or general meeting, and the relevant documents updated.



Interpretation of the constitution and competition rules.

(These should refer to a section in the constitution)

1. A member suspended by competition rules, code of conduct or who is not a current full financial member shall not be eligible play in any competition of the club.
2. A person whose application for membership has been rejected, or whose membership has been terminated by the management committee is eligible to play until his appeal has been heard by the members at a General Meeting.
3. If a notice of intention to appeal is not received within 1 month after the person receives written notice of rejection or termination as under Constitution clause, the person has no rights to play in any club competition. Constitution clause 14 (1)
4. All candidates at each Annual General Meeting, Standing for the positions of President, Vice President and Treasurer ;
 - i. Have to be nominated by two (2) financial members of the association, and
 - ii. The members present shall vote for all positions, even if that position has only one candidate, and
 - iii. If any of the three candidates is not elected the chairperson or newly elected president will call for further nominations and repeat the election process. If unsuccessful the positions will be declared vacant.
5. At an Annual General Meeting (AGM), a Pro Tem (for the moment) chairperson shall be appointed by the meeting through a nomination and election process conducted by the outgoing president. Once elected, the Pro Tem chairperson shall chair the AGM only until a new president is elected, and shall then stand down. The elected President will chair the remainder of the AGM.
6. The secretary must state on all notices including nomination forms of candidates for committees, the type of committee referred to. eg. Management, Judiciary, Building, Event, sub committee etc.

(These should refer to a section in the competition rules)

1. All players must reach their respective minimum age in the year of the competition.