

CDSA

COMPETITIVE RULES AND PENALTIES 2011

GENERAL

1. Divisions will be as set at the start of the season.
2. The collection and return of the team sheet is the manager's responsibility. The manager is required to collect the team sheet from the office and fill it in correctly before each game. If there is a dispute or injury the team sheet will be used in decisions made by the management committee.
3. The home team (listed first on the draw) is responsible for providing a match ball. The ball must be from a licensed supplier and of the correct size for age playing and pumped up to the required level (ball pump available in referees room) in plenty of time prior to the game commencing. We recommend all coaches have match balls at every game. If a match ball is not available at the scheduled start of the game the match may be shortened - Rule 10.
4. Mixed team numbers:-
 - 4.1. U13 age groups no more than sixteen (16) players can be registered in any team.
 - 4.2. U15 age group can have up to 17 players registered but only sixteen (16) may be used on game day.
 - 4.3. U17 age group can have up to 18 players registered but only sixteen (16) may be used on game day.
PENALTY: - Forfeit of match. (7 – 0 win to opposition).
5. Girls team numbers:-
 - 5.1. U17 age group can have up to 18 players registered but only sixteen (16) may be used on game day.
PENALTY: - Forfeit of match. (7 – 0 win to opposition).
6. All players must be registered with CDSA before playing in the CDSA competition.
PENALTY: - Forfeit of match. (7 – 0 win to opposition).
7. Players must legibly sign the team sheet. It must be handed to the referee or person officiating the game prior to the start of the game. If a player is late for a game he/she may sign on arrival as long as his/her name is on the team sheet prior to the game commencing.
PENALTY: - Loss of 1 point
8. If a players name is not on the team sheet he/she must not take the park.
PENALTY: - Forfeit of match. (7 – 0 win to opposition).
9. Points are awarded: (3) for a win (1) for a draw and (0) for a loss. Results tables will be posted at the CDSA office each week & on the website when available.
10. All games are to start on time. If a game starts late, for any reason, the game is to be shortened, with each half the same length, to allow the next game to start on time.
11. If no referee is in attendance on your field 5 minutes prior to kick-off each coach must be prepared to referee half a game each with the home team coach taking the first half. Any delay is to result in a shortened game – rule 10.
12. A team that is more than ten minutes late for the start of the game, without valid reason, forfeits the game. (The game may still be played on a friendly basis.)
PENALTY: - Forfeit of match. (7 – 0 win to opposition).
13. Postponed Fixtures - the management committee may under exceptional circumstances postpone a whole or part of a days fixtures. These games will be rescheduled on the first available Sunday after the postponement at the times and on the fields originally scheduled. If no Sunday is available the games will be declared abandoned and no points awarded for any game in that round.

14. Rescheduling fixtures - If a team has 3 or more players away on representative soccer (rep, zone and school) they have the right to reschedule their game but it must be played **before** the date of the original fixture. To reschedule the game the CDSA registrar must be contacted at least two weeks before the scheduled date with the names of players away before any discussion with the opposing team. If a mutually agreeable time cannot be agreed on the registrar will set a date and time. **Any other reasons for rescheduling must be approved first by the registrar before the opposition can be asked, however the opposition has the right to refuse.**
15. The transfer of the registration of player(s) from one team to another within his/her Club shall only be permitted at the discretion of the CDSA registrar and the player must remain in that team for a minimum of 5 weeks.
No transfers will be allowed after **30th June**. The transfer is to be in writing with the Registrar within seven (7) days or one (1) fixture game's notice.
PENALTY: - Forfeit of match. (7 – 0 win to opposition).
16. The maximum goal difference recorded for any match will be 7.
17. Any U15 player assessed to play in the FNQ Premier divisions may not register as an U15 player with CDSA. They must register as an U17 Player.

BORROWING PLAYERS RULES

1. Where any player is asked to play up a grade, or age group, his/her name, must be recorded in the correct section at the bottom of the team sheet. Player assessment must be in place 1 week prior to a player playing up an age group.
If name not recorded or unlawful player – loss of 1 point.
2. A player can only be borrowed when a team has 12 or less players of their own team present to a maximum of 2 borrowed players. The same player can only be borrowed 3 times in the season.
PENALTY:- Forfeit of match. (7 – 0 win to opposition) and loss of 3 points.
3. A Club having two (2) or more teams in the same division may play a player in one team only. Players are not permitted to play in another team in the same division & **teams must be balanced.**
PENALTY: Forfeit of match. (7 – 0 win to opposition). Loss of all points until balanced to satisfaction of CDSA committee.
4. Players may not play in a lower age group or division than they are registered in.
PENALTY:- Forfeit of match. (7 – 0 win to opposition).
5. **Player Age Policy:** CDSA Policy is that all players are to play in their correct age group. However there are always exceptions and for these there is the Football Queensland player age policy. Any player wishing to play outside of their age group must have all appropriate forms signed & lodged with CDSA prior to commencement of training. Any team wishing to borrow a player from a lower age group must make sure that that player is assessed to do so, all paperwork must be lodged with the CDSA registrar at least 1 week prior to playing.
PENALTY: - Forfeit of match. (7 – 0 win to opposition).

PLAYING RULES

1. All matches shall be played under the laws of the game as laid down by **FIFA**.
2. Players can be substituted on an interchange basis, (run on – run off) at the halfway line only with the permission of the referee.
PENALTY: - Yellow card offence at the discretion of the referee
3. All Sanctions & Penalties are as per FFA National Disciplinary Regulations. All red card **minimum** suspensions will be as per this document. Longer suspensions will be as per the document
4. A team must field at least seven (7) of its players at the commencement of any match.
PENALTY: - Forfeit of match. (7 – 0 win to opposition).

5. Coaches should be familiar with the 'Interchange' Rule. Substitutions in the last five minutes of play will not be allowed, except for injuries at the discretion of the referee. All substitutions are to take place when the ball is out of play, at the centre line with the run off player to be off the field before the run on player enters the field.
PENALTY: - Yellow card offence at the discretion of the referee
6. Players equipment must be in accordance with Law Four (4) of the FFA Laws of the Game document.
PENALTY: - Yellow card offence at the discretion of the referee
7. Team officials (max 2) of teams (as listed on the team sheet) must stay in the designated technical area when it is marked. Only team officials and players are allowed in this area. Team Officials must wear their ID Tags.
8. No parent/official/spectator may be on the base line to attempt to coach or support either team. It is the height of unsporting behaviour. Coaches and managers are expected to take responsibility for the behaviour of all members of their teams and their families.
PENALTY: - Possible ban from Endeavour Park and/or possible club fine at the discretion of the CDSA management committee.
9. No coach, manager or parent is permitted on the field of play during a game for any reason without the permission of the referee.

Disputes

1. If a player, team or club is found to be disregarding rules frequently there may be further **disciplinary action by the CDSA Management Committee.**
2. A protest on any game must be directed via your club and submitted in writing to CDSA within (4) days of the game.

Any other decision necessary, other than those listed, can only be made by the CDSA Management Committee. Should there be a need to break from procedure; the matter must be presented in writing to the Association's Registrar.

BALL SIZES U13 - Size 4, U15, U17 and Girls U17 - Size 5

Should you have any queries regarding these regulations, please ask the Registrar of the association to clarify them for you. Or phone the CDSA office on 4032 1005.