



By-Laws of Hills Football Incorporated

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REVISION	DATE	Notes
1.0	14 Feb 2017	New document.



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EXPLANATORY TEXT

Text in italics is for commentary purposes only and does not form part of the By-Laws.

DEFINITIONS

Within these By-Laws the following items shall have the meaning defined in this table.

Item	Definition
The Association	Hills Football Incorporated.
Accident Support Program	For the purposes of these By-Laws Accident Support program refers to the player insurance program managed by FNSW.
Association Office	The Offices of HFI.
BOD	Board of Directors.
By-Laws	These By-Laws of the Hills Football Incorporated including Schedules.
The Board	The Board of Directors of the HFI.
Championship Competition	Finals.
Constitution	The Constitution of Hills Football Incorporated.
Club	A football club which is a member, or is otherwise affiliated with the Association.
Competitions	Competitions shall refer to both non-competitive and competitive football.
Competitions Committee	Competitions Director, General Manager and Competition Manager.
Contracted Player	A player who has signed a contract with a club that is in a State (non-association) run competition.
Division	Shall refer to a category of teams within a grade grouped together by similar skill.
Field	“Field of play” as defined in the FIFA Laws of the Game, or other marked area defined in these By-Laws for the purpose of playing a football match. It is the area enclosed by the 2 goal lines and 2 touch lines.
FFA	Football Federation Australia.
FNSW	Football New South Wales.
GDR	Grievance and Disciplinary Regulations of HFI.
GPT	General Purpose Tribunal, consisting of the Chairperson (a member of the Board), Secretary of the GPT and additional members.



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Grade	Shall refer to age group.
Ground	Area enclosing a single field. A ground extends beyond the field boundaries to encompass stands, areas for spectators, markings, nets, flags, fences, amenities etc, as appropriate. Note that local sporting complexes may contain multiple grounds of varying sizes and common use facilities.
HFI	Hills Football Incorporated
Higher Division	A Higher Division Competition is defined within each Grade (Age Group) typically with Division 1 as the highest, Division 2 second highest, etc. Note that Higher Divisions are in inverse numerical order. Divisions designated by colours or animals have no higher or lower rankings. For the purposes of these By-Laws, divisions designated by colours or animals are considered lower than any numerical division of any higher grade.
Higher Grade	A Higher Grade competition is defined by the following sequences: (from lowest to highest) <ol style="list-style-type: none"> 1. U6, U7, U8, U9 ... U17, U18, U19-23, AA, Premier League 2, Premier League 1, or 2. O45, O35, AA, Premier League 2, Premier League 1.
Photo ID	The official photo-identity for team officials and players issued by the Association.
My Football Club	The on-line Registration system managed by the FFA.
Premiership Competition	Competition rounds before the finals. Round 1 – 18 (14).
Private Academy	A provider of football tuition which is not a club registered with FFA or FNSW.
Referee	Official Referee as appointed by the Referees Association, or a Club Referee agreed by the team officials where no Official Referee is appointed. For non-competitive football, this is the Game Leader or Instructing Referee as defined in the FFA MiniRoos rules and guidelines.
SAP	Skills Acquisition Program
SGM	Special General Meeting.
SSF	Small Sided Football (also known as MiniRoos).
Team Marshall	The person responsible to deal with spectator control for a team.



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1. ALTERATIONS TO THE BY-LAWS

This By-Law defines who, how and when the By-Laws can be altered, amended or corrected.

- 1.1. These By-Laws shall only be modified as per the Hills Football Incorporated Constitution.
- 1.2. Each member Club shall have the right to apply for variations or amendments of these By-Laws.
- 1.3. The BOD shall have the power to grant special case exemptions to the By-Laws.

2. TEAM NOMINATION, GRADING & REGISTRATION

This By-Law defines how Clubs nominate teams to the Association, and how they are graded or allocated into competitions, and how team registrations are completed.

- 2.1. Clubs entering team/s in the Association shall not be permitted to enter the same team/s in any other competition run outside the Association without the permission of the Competitions Committee.
- 2.2. Teams consisting of a majority of players registered with a private academy or other external provider and/or coached and/or managed by a private academy or other external provider, are not permitted to register in the Association.
 - 2.2.1. Any club/team proved to have breached By- Law 2.2 may be fined or suspended for a period to be determined by the GPT.
 - 2.2.2. Teams found to have breached By-Law 2.2 shall be ineligible to participate in the FNSW Champion of Champions competition
- 2.3. Teams registering with the Association may contain up to five (5) players that are registered to play in the FNSW Association League.
 - 2.3.1. A Club shall not register more than five (5) players in any single team that are registered to play in the FNSW Association League.
 - 2.3.2. Any club/team proved to have breached By-Law 2.3 may be fined or suspended for a period to be determined by the GPT.
 - 2.3.3. Any team found to have breached By-Law 2.3 shall be ineligible to participate in the FNSW Champion of Champions competition. This is in addition to any sanction that may be imposed pursuant to By-Law 2.3.1.
- 2.4. TEAM NOMINATIONS
 - 2.4.1. Teams must be nominated by Clubs in the manner prescribed by the Board.
 - 2.4.2. The closing date for the nomination of teams for the next season shall be fixed by the Board at the completion of the current season.
 - 2.4.3. Clubs shall submit sufficient information with team nominations to enable the Competitions Committee to facilitate suitable team grading.
- 2.5. TEAM GRADING
 - 2.5.1. Following the closing date for entries by Clubs for teams in each grade, the Competitions Committee shall meet and arrange suitable competitions for the season.



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- 2.5.2. If insufficient entries are received in any grade, that competition may be suspended for the year and an alternative competition shall be suggested.
- 2.5.3. When there is a combination of two teams into one from the previous year then the highest division for grading for the current year for the nominated team will be no higher than the average of the previous year's two divisions unless nominated by the Club depending on the divisions available. Clubs submitting such nominations shall advise the names of at least four (4) players from the previous season's higher graded team.
- 2.5.4. The Competition Committee may regrade teams at the completion of the fourth Round played.
- 2.5.5. Grading will be based on prior years results as follows
- 2.5.5.1. The highest placed team in a division from the previous season will be promoted to the next highest division. Where there is no higher division they will remain in the same division as the prior year.
 - 2.5.5.2. The lowest placed team in a division from the previous season will be relegated to the next lowest division. Where there is no lower division they will remain in the same division as the prior year.
 - 2.5.5.3. Teams finishing in any other position shall remain in the same division as the prior year.
 - 2.5.5.4. Where a club believes a team should be in a different division to those mentioned above they shall be required to put this in writing to the Competitions Committee with the team nomination.
 - 2.5.5.5. The above clauses do not prevent the Competitions Committee from grading teams differently to ensure correct balancing of competitions or where teams would be disadvantaged based on the above grading.

2.6. TEAM REGISTRATIONS

- 2.6.1. A team must consist of at least four (4) players for Under 6 to Under 8; five (5) players for Under 9 to Under 11; seven (7) players for Under 12 to Over 45; and fourteen (14) players for Premier League must be registered with the Association by the date and time determined in By-Law 2.4.2
- 2.6.2. Clubs with outstanding teams not registered as in By-Law 2.6.1 must seek re-admission for these teams from the Competitions Committee prior to the first competitive game. Any team re-admitted shall be subject to a late team fine, as per By-Law 13.
- 2.6.3. Registration of additional players will then be accepted up until the day and time scheduled by the Board for that year as the 'close of registrations' for each week subject to By-Law 4.20.

3. TEAM COACH(S) AND MANAGERS

This By-Law requires that all teams registered with the Association have a team coach and/or team manager registered with the Association to facilitate communication with teams. A player may be a coach or manager.



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- 3.1. Each team must have at least one (1) team official, who may be either a coach or manager, registered with the Association by the second competition game.
 - 3.1.1. Any team which does not have at least one team official registered by the due date of By-Law 3.1 shall forfeit subsequent matches until such time as By-Law 3.1 is satisfied.
- 3.2. All registered team officials shall be issued an official Photo ID by the Association with the official's photograph.
- 3.3. Team Officials, including stand-in Team Officials, must wear a HFI Photo ID or armband for the period during which they are acting in that capacity. In the event that a Team Official is also a player in that Team, the Team Official shall identify themselves as such to the Referee prior to kick-off and are required to wear armbands whilst on the field.
- 3.4. The team officials shall be noted on the team sheet for all games in which they are acting in that capacity.
- 3.5. The BOD reserves the right to enforce any team to have a Team Marshall where they deem necessary.

4. PLAYER REGISTRATION

This By-Law requires that all players are registered with the Association. It also defines the eligibility criteria for playing in the various competitions and how players registered for one team may be re-registered with another team.

- 4.1. Any person wishing to participate in competitions, or matches conducted by this Association must be properly registered with the Association. No contracted players shall register with the Association.
- 4.2. A player shall become a registered player with the Association once all of the following have taken place –
 - 4.2.1. The player or parent/guardian must complete and sign a My Football Club electronic registration form thus agreeing to abide by the rules and regulations of FFA, FNSW, the Association and the Club.
 - 4.2.2. The player must pay to the Club the relevant club registration fee.
 - 4.2.3. The Club must submit to the Association the player's registration and photo (as required) in the manner prescribed by the Board.
- 4.3. Every registered player from U10 and above shall be issued an official Photo ID by the Association with the player's photograph. Photographs shall be updated every three (3) years for players up to and including Under 16. Photographs shall be updated every five (5) years for players in Under 17 to Over 45, Premier League inclusive unless the Club or Association considers a player has changed his/her appearance so as not to be easily recognised from the current photo.
- 4.4. Once a Club has submitted to the Association the required information to register a player, it is the responsibility of the Club to ensure that the player's Photo ID is collected from the Association Office by 4.00pm on the Friday prior to the player's first game. Such Photo IDs must be used at all matches as proof of registration for the player's club and team.



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- 4.5. When a Club has requested and obtained permission for the regrading of any player, that Club must return the player's Photo ID to the Association and obtain a new Photo ID for the player prior to the player taking the field.
- 4.6. For the purposes of the "Accident Support Program", a player is considered registered with the Club from the time he/she completes the aforesaid electronic registration and may submit a claim to the insurance company upon the Club completing the player's registration with the Association.
- 4.7. To be eligible to play in "under age" grades, a player must be under the relevant age on the 31st December of the previous year.
- 4.8. The highest grade players under the age of 16 may register in is two grades above their actual age. A Club may apply to the Competitions Committee in writing for permission for a player to play in a higher grade.
- 4.9. There is no upper age restriction once a player has turned 16 years of age.
- 4.10. To be eligible to play in the Over 35 Competition, a player must have turned 35. In season 2017 two under age players may be permitted to register with any O35 team but the players must have turned 33. No new under age players may play in 2018 or subsequent seasons.
 - 4.10.1. Saving Provision. At the discretion of the Competition Committee players aged Under 35 who were registered in Over 35 in 2016 may re-register for the same team (more than six returning players from the same team) in subsequent seasons. A returning team (even if merged) must not have more than four (4) Under 35 players.
- 4.11. To be eligible to play in the Over 45 Competition, a player must have turned 45. In season 2017 two under age players may be permitted to register with any O45 team but the players must have turned 43. No new under age players may play in 2018 or subsequent seasons.
 - 4.11.1. Saving Provision. At the discretion of the Competition Committee players aged Under 45 who were registered in Over 45 in 2016 may re-register for the same team (more than six returning players from the same team) in subsequent seasons. A returning team (even if merged) must not have more than four (4) Under 45 players.
- 4.12. Players registering for non-competitive football must have turned four (4) years old by, or on, the 31st December in the previous year.
- 4.13. It is the responsibility of the Club to ensure a player is eligible to play in his/her registered age group by obtaining documented proof of age. Any breach of this By-Law shall result in any game in which the player plays being deemed to be a forfeit.
 - 4.13.1. Clubs entering teams in age group competitions must provide original birth certificates or satisfactory evidence of age of players if requested by the Association.
 - 4.13.2. The Competitions Manager shall deduct competition points in respect of each game played by the player or players in question until evidence of age is provided. An aggrieved Club may seek a review from the Competitions Committee of any such decision under this By-Law.
- 4.14. A Club may apply to the Competitions Committee in writing for permission for a player to be downgraded within his/her Club where he/she is qualified by age for the lower grade.
- 4.15. No player may be registered with more than one Club at any one time in any one competition season.



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- 4.16. Players registered in the FNSW Association League or Girls part time SAP competitions may also be registered with a HFI member Club, and are deemed to be registered with only one Club for the purposes of By-Law 4.15
- 4.17. All females will be allowed to dual register within the same club into two age / grades / competitions and pay only the one rego fee, whichever is higher. Girls may play in the mixed competition until the age of 14.
- 4.18. Players registered in the Over 35 Ladies competition may dual register into the All Age Ladies competition.
- 4.19. Any registered player proved to have played in any competition match of Association Football outside the Association without the permission of the Competitions Committee may be suspended for a period to be determined by the GPT.
- 4.20. No player may be registered with the Association after 4.00pm on 31st July or the Friday preceding the 31st July if the 31st July falls on a weekend.
- 4.21. A player having been registered with the Association as a member of a Club may deregister from that Club and register with another Club upon the Club notifying the Association in writing that the player has been deregistered in "My Football Club".
- 4.22. Where a player deregisters from one Club and registers with another Club, the first Club will only be charged the appropriate amount of registration. The second Club will be charged the full insurance and registration fee.
- 4.23. No registered player may deregister from one Club and register with another Club on more than one occasion in any one season.
- 4.24. Any player who seeks to deregister from one Club and register with another Club and is refused a clearance from his/her Club may appeal in writing to the Competitions Committee for permission to register with another Club.
- 4.25. No player may be deregistered from one Club and registered with another Club, or from one team to another team within a Club, after the close of player registrations as in By-Law 4.20
- 4.26. If an affiliated Club has more than one registered team playing in the same grade and division, it shall not permit any player to interchange within these two teams unless the interchange is previously sanctioned by the Competition Committee.
- 4.27. Transfer of the registration of a player of a Club between teams in the same grade and division or in the same grade and a lower division may be sanctioned by the Competition Committee. The Competition Manager may upgrade a player on request from the Club.

5. CLUB STRIP & SPONSORSHIP

This By-Law requires that all Clubs register their playing strip with the Association to ensure it complies with appropriate standards, for example sponsorship. Existing (pre 2017) sponsor adverts that do not comply will be allowed until these playing strips are phased out.

- 5.1. Players in all matches must appear in Club uniform (comprising shirt, shorts and socks) and approved footwear and shin pads. Devices or materials used to hold shin pads in place shall be the same colour as the socks or as close as possible.



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- 5.2. Approval for colour registration/alteration and also changes to any part of a Club's strip must be submitted at the first meeting of clubs in February each year for consideration by the Competitions Committee. Requests for approval of new strip or changes to existing strip must be accompanied by full colour photographs of the front and rear of shirts, shorts and socks.
- 5.3. Clubs must seek permission from the Competitions Committee before putting advertising/sponsorship on their playing strip. If approved, patches will only be allowed as follows –
 - 5.3.1. A patch not exceeding 450 cm² (21cm x 21cm) shall be permitted on the front of shirts.
 - 5.3.2. A patch not exceeding 300cm² (15cm x 20cm) and a maximum height of 15cm on the rear of shirts (2cm below shirt number).
 - 5.3.3. A patch not exceeding 100cm² (10cm x 10cm) shall be permitted on each sleeve of shirts.
 - 5.3.4. A patch not exceeding 100cm² (10cm x 10cm) shall be permitted on the front-side of each leg of shorts.
 - 5.3.5. Any Club not complying with this By-Law shall be subject to a fine as per By-Law 13.
 - 5.3.6. Any Club incurring a fine, as in By-Law 5.3.1, shall modify sponsorship patches within fourteen (14) days of notification.
- 5.4. Where the colours of Clubs' strip are similar, the Competitions Committee shall determine if a 'clash of strip' has occurred. The home team (as per fixture list) shall be the team to change when a designated clash of strip occurs, unless otherwise directed by the Competitions Committee.
 - 5.4.1. Bibs of a different colour to the Club's regular strip and of different colour to the opposition strip will be sufficient to satisfy a change of strip. Playing shirts must be worn underneath bibs with the correct numbers as per the team sheet.
 - 5.4.2. When a goal keeper shirt clashes with the opposition playing shirt it shall be the goal keeper's responsibility to wear an alternative shirt.
- 5.5. The Association must ensure that the Referees Association is issued with a list of colour clashes designated by the Competitions Committee.
- 5.6. For games where the Competitions Committee has designated a colour clash, it will be the responsibility of the Manager or Coach of the away team to inform the referee prior to the commencement of the game if the home team is not wearing an alternate strip. The referee must then note this on the back of the team sheet. The game will then continue as normal at the discretion of the referee.
- 5.7. When requested by the Competitions Committee, a sample of each Club's current playing strip must be supplied to the Competitions Committee for approval.

6. GROUNDS

This By-Law requires that all Clubs provide consistent and appropriate ground dressing for their assigned grounds and any other grounds to which any of its teams have been allocated home ground status.

- 6.1. Clubs are responsible for the dressing of their own ground or grounds unless the Competition Manager has allocated a team from another club home team status at a particular ground, in which case the home team is responsible for the dressing/undressing of the ground if required.



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- 6.2. Dressing shall consist of 4 corner posts, 2 nets, post and rope barriers or painted lines (unless field is fenced) to both sidelines at a minimum of 1.5m from the sideline.
 - 6.2.1. For matches where By-Law 8.2.3 applies (grades Under 12 mixed and Under 13), that ground shall also have easily visible posts or cones placed at the 25m mark out from each goal line, placed 1m outside each touch line.
- 6.3. Clubs must dress grounds at least thirty (30) minutes prior to the scheduled kick-off of the first game on that ground, and clubs must ensure all ground dressing is maintained until the completion of the last game on that ground that day.
 - 6.3.1. Where a ground has more than one playing field, each playing field may be treated separately for the purpose of By-Law 6.3.

7. NON-COMPETITIVE FOOTBALL FORMAT

This By-Law defines how non-competitive football (small sided football, MiniRoos) is structured for each season. Non-competitive football is to foster skills development of younger players.

- 7.1. Except where varied in these By-Laws, non-competitive football games shall be played in accordance with FFA MiniRoos Match Rules.
- 7.2. Games shall be played as follows:
 - 7.2.1. For Under 6s and Under 7s, 4 v 4 games shall be played in twenty (20) minute halves with a five (5) minute half time on a field approximately 30 x 20 metres with portable goals 2m x 1m and ball size 3.
 - 7.2.2. For Under 8s and Under 9s, 7 v 7 games shall be played in twenty (20) minute halves with a five (5) minute half time on a field approximately 50 x 35 metres with goals 3m x 2m and ball size 3.
 - 7.2.3. For Under 10s, Under 11s and U12 Girls, 9 v 9 games shall be played in twenty five (25) minute halves with a five (5) minute half time on a field approximately 70 x 45 metres with goals 5m x 2m and ball size 4.
- 7.3. Match results and "competition" style tables shall not be published by the Association or Clubs.
- 7.4. Managers, Coaches, Club Officials or Spectators may not take the field unless requested to do so by the Referee and then only in the case of injury.
- 7.5. All Under 6, Under 7, Under 8 shall be differentiated in the fixture list by colours or animals.
- 7.6. The season will end the week prior to the Championship Finals of By-Law 8.
- 7.7. Where Good Friday, Easter Saturday and Sunday fall after the start of the season there shall be no games scheduled.
- 7.8. Where ANZAC Day falls on a Friday, Saturday or Sunday there shall be no games scheduled for that day.
- 7.9. Matches washed out by rain or unplayable due to ground unavailability shall be replayed at the discretion of the Competition Manager. No application for deferred games shall be considered.
- 7.10. Teams forfeiting without prior notice to Clubs (4.00pm on the Friday preceding the game, or 5.00pm on the Wednesday preceding the games in the case of games on the middle weekend of the NSW



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State School holidays) shall incur a forfeit fee, as prescribed in the By Law relating to Fees and Fines.

- 7.11. In all games if the commencement of a game is delayed, a shorter period of time must be played in equal halves to ensure the game is completed five (5) minutes prior to the scheduled commencement of the next game.
- 7.12. No addition is to be made to the duration of either half of the game in the event of time being lost due to injury or any other occurrence that causes play to be suspended.
- 7.13. Unlimited player interchange is permissible at any stoppage in play during the game, subject to the authority of the referee.
- 7.14. The home club may allocate referees for specific grades of non-competitive football. If no referee is allocated an agreement is to be reached on who will referee the match. If there can be no agreement the game will be abandoned and will not be replayed. The club(s) of both teams may be required to provide a written explanation of why the game was not played.
- 7.15. For age groups Under 8 and above teams must complete team sheets as per By-Law 8.8.
- 7.16. Fines for non-competitive football shall be set in By-Law 13 for the first infringement. Except for forfeit fines, this fine may be doubled per team per week to deter further infringements by specific teams or Clubs, at the discretion of the GPT.
- 7.17. Borrowing is permitted. Players are not allowed to be borrowed into grades more than two years above their actual age.
- 7.18. Photo IDs may be inspected by a Director or employee of the Association or a nominated representative at any time during the game. The nominated representative must have written permission from a Director or employee of the Association.
- 7.19. No jewellery is permitted to be worn.
- 7.20. Casts are not permitted to be worn.

8. COMPETITIVE FOOTBALL FORMAT

This By-Law defines how competitive football is structured and conducted for each season. It is intended that Clubs ensure matches can proceed even when registered members of a team may not be available by allowing players of an appropriate standard from other teams within the Club to play in the match.

8.1. GENERAL PROVISIONS

- 8.1.1. The Association competitions will receive precedence during the season over Club organised events.
- 8.1.2. All matches of competition football shall be conducted under the FIFA Laws of the Game, except where specifically varied in these By-Laws.
- 8.1.3. All teams competing in competitive football are expected to play in the Championship or Pennant Competitions (where Pennant Competition is part of the specific competition structure). Any team which does not complete their responsibility in this regard shall be liable to a forfeit fine as specified in By-Law 13 per game forfeited.
- 8.1.4. Where Good Friday, Easter Saturday and Sunday fall after the start of the season there shall be no games scheduled.



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- 8.1.5. Where ANZAC Day falls on a Friday, Saturday or Sunday there shall be no games scheduled for that day.
- 8.1.6. In Premiership, Championship and Pennant Competitions, competition points shall be accumulative and allotted as follows:-
- | | |
|-----------------|---|
| Win | 3 points |
| Draw | 1 point |
| Loss | 0 points |
| Bye | 3 points |
| Win by forfeit | 3 points, with result being given as three (3) goals to nil (0) |
| Loss by forfeit | 0 points, with result being given as nil (0) goals to three (3) |
- 8.1.7. At the completion of the Premiership, Championship or Pennant competitions, should there be two or more teams equal on points their competition table position shall be decided by
- 8.1.7.1. Greater number of wins.
- 8.1.7.2. If is the number of wins same, then the greater goal difference (i.e. goals against subtracted from goals for).
- 8.1.7.3. If the number of wins and goal difference is the same, the team with the greatest number of goals scored for.
- 8.1.8. At the completion of the Premiership Competition, the team finishing in first position in the competition table after the application of By-Law 8.1.7 shall be declared Premiers.
- 8.1.9. After the completion of the Premiership Competition, the top four teams in each competition table shall play in the Championship Competition and the remaining teams shall play in the Pennant Competition (where such Pennant Competition is played).
- 8.1.10. Any requests to defer a game must be received in writing by the Competition Manager fourteen (14) days prior to the scheduled date of that game. The game will be deferred at the discretion of the Competition Manager.
- 8.1.10.1. On request with at least 48 hours notice an automatic deferment will be granted for any Association match(es) scheduled during the same weekend for any team playing in any State Competitions at either a regional centre or in the final.
- 8.1.11. Premiership Competition games washed out by rain or unplayable due to ground unavailability shall be replayed at the discretion of the Competitions Manager. No application for deferred games shall be considered.
- 8.1.12. In Championship and Pennant Competitions, except for Premier League Championship Competition, in the event of any Round being washed out, that Round will be rescheduled prior to any subsequent round, until the washed-out Round is played or until the remainder of the Round Robin is cancelled.
- 8.1.13. The Championship and Pennant Competitions are to be played at the discretion of the Competitions Manager if the Premiership competition is affected by wet weather.



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8.1.14. The size of the match ball in the various grades shall be:

Under 12 to Under 13 - Size 4

Under 14 to All Age - Size 5

Over 35 and Over 45 - Size 5

Premier League - Size 5

8.1.15. The duration of matches in the various grades shall be 2 equal periods of -

Under 12 25 minutes

Under 13 to Under 14 30 minutes

Under 15 to Under 16 35 minutes

Under 17 to Under 18 40 minutes

Under 21 to All Age 45 minutes

Over 35 and Over 45 40 minutes

Premier League 45 minutes

separated by a five (5) minute half time break.

8.1.16. Except where specifically varied in these By-Laws, no addition is to be made to the duration of either half of the game in the event of time being lost due to injury or any other occurrence that causes play to be suspended.

8.1.17. If the commencement of a match is delayed, a shorter period of time must be played in equal halves. However, Premier League, no shortened times will be played.

8.1.18. Players taking the field of play in any game must have shirts with unduplicated numbers within their team, including any upgraded players. Shirt numbers for all players in each team shall correspond to the number appearing on the team sheet for that player.

8.1.19. No jewellery is permitted to be worn.

8.1.20. Casts are not permitted to be worn.

8.2. COMPETITION STRUCTURE (EXCLUDING PREMIER LEAGUE)

8.2.1. All competitive football shall consist of a Premiership Competition and Championship/Pennant Competitions, subject to By-Law 8.1.13 at the discretion of the Competition Manager.

8.2.2. For grade Under 12, corner kicks are to be taken 7 metres out from the penalty area.

8.2.3. For grades Under 12 and Under 13, at the taking of a goal kick, the attacking team shall remain at least 25m from the defending team's goal line until: the goal kick is taken and is touched by a second player of the defending team; the ball travels beyond the 25m line; play is stopped for any other breach of the rules; or the ball goes out-of-play.

8.2.3.1. If an attacking player encroaches within the 25m boundary in breach of the conditions of Clause 8.2.3 then play shall be stopped and the goal kick retaken.

8.2.3.2. If an attacking team player repeatedly encroaches as per By-Law 8.2.3.1, that player shall be cautioned by the referee.



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- 8.2.4. For "Over Age" grades slide tackles are not permitted. A slide tackle is defined as a tackle where a player slides in with his/her feet and there is the potential of contact with an opposition player. Any breach of this rule is punishable by an indirect free kick.
- 8.2.5. **Premiership Competition (for 14 Round Competitions)**
- 8.2.5.1. Eight (8) team competitions to form the basis of all competitions except at the discretion of the Competitions Committee.
- 8.2.5.2. **10 Team Competitions:** Will play fourteen (14) rounds to be drawn at the beginning of the season, playing each opponent at least once.
- 8.2.5.3. **8 Team Competitions:** Will play fourteen (14) rounds, playing each opponent twice.
- 8.2.5.4. **6 Team Competitions:** Will play fifteen (15) rounds, playing each opponent three times. The fifteen rounds will be drawn in calendar order through the year, including any additional round scheduled on a date determined by the Competition Manager.
- 8.2.6. **Premiership Competition (for 18 Round Competitions)**
- 8.2.6.1. Ten (10) team competitions to form the basis of all competitions except at the discretion of the Competitions Committee.
- 8.2.6.2. **10 Team Competitions:** Will play eighteen (18) rounds to be drawn at the beginning of the season, playing each opponent at least once.
- 8.2.6.3. **8 Team Competitions:** Will play eighteen (18) rounds, playing each opponent at least twice before any team plays an opponent a third time where practicable.
- 8.2.6.4. **6 Team Competitions:** Will play eighteen (18) rounds, playing each opponent at least three times before any team plays an opponent a fourth time where practicable.
- 8.2.7. **Championship Competition (for 14 Round Competitions)**
- 8.2.7.1. The Championship competition shall be a Round Robin structured as follows:
- | 1st Round | 2nd Round | 3rd Round |
|-----------|-----------|-----------|
| 1 v 4 | 1 v 3 | 1 v 2 |
| 2 v 3 | 2 v 4 | 3 v 4 |
- 8.2.7.2. Championship Finalists shall be the teams finishing first and second on the Championship competition table as per By-Law 8.1.7. Where teams are equal on points, number of wins, goal difference and goal scored at the conclusion of the Championship Competition the Championship Finalists shall be decided by:-
- 8.2.7.2.1. Position on the Premiership table.
- 8.2.7.2.2. If still equal, at the discretion of the Competitions Manager.
- 8.2.7.3. In Championship Finals for grades Under 17 and lower, where two teams are drawn at full time, ten (10) minutes extra time each way shall be played, except for matches played in 25 minute halves where the extra time shall be five (5) minutes each way. During that extra time, the first team to score will be declared the



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winner. If no score is recorded during the extra time, the teams shall be declared Joint Champions.

8.2.7.4. In Championship Finals for grades Under 18 and higher and Over Age grades, where two teams are drawn at full time, ten (10) minutes extra time each way shall be played. If at the end of extra time the score is still drawn then a penalty shoot-out will occur.

8.2.7.5. A player is only eligible to play for a team in the Championship Competition if he/she has played three (3) or more games for that team in the Premiership Competition.

8.2.8. **Championship Competition (for 18 Round Competitions)**

8.2.8.1. The Championship competition shall be a finals series competition structured as follows (for both First Grade and Reserve Grade):

Semi-Final 1:	1 v 2
Semi-Final 2:	3 v 4
Final:	Loser Semi-Final 1 v Winner Semi-Final 2
Championship Final:	Winner Semi-Final 1 v Winner Final

8.2.8.2. If rain causes the Championship Competition to be reduced the Competitions Manager will decide how this series will proceed depending on time available.

8.2.8.3. If in any game of the Championship Competition the score at the end of full time is drawn then ten (10) minutes each way will be played. If at the end of extra time the score is still drawn then a penalty shoot-out will occur.

8.2.8.4. A player is only eligible to play for a team in the Championship Competition if he/she has played three (3) or more games for that team in the Premiership Competition.

8.2.9. **Pennant Competition (for 14 Round Competitions)**

8.2.9.1. **10 Team Competitions:** Round Robin competition as follows:-

1st Round	2nd Round	3rd Round
5 v 10	5 v 9	5 v 8
6 v 9	6 v 8	6 v 10
7 v 8	7 v 10	7 v 9

8 Team Competitions: Round Robin competition as follows:-

1st Round	2nd Round	3rd Round
5 v 8	5 v 7	5 v 6
6 v 7	6 v 8	7 v 8

8.2.9.2. **6 Team Competitions:** Round Robin competition as follows:-

The 2 teams will play for the pennant. If possible the Competitions Manager will organise a special competition with other six (6) team competitions in the same grade, or other similar standard grade/divisions.



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- 8.2.9.3. In the event that the Round Robin is reduced to only one (1) round, the games will be played as friendly games but no Pennant shall be awarded.
- 8.2.9.4. A player is only eligible to play for a team in the Pennant Competition if he/she has played three (3) or more games for that team in the Premiership Competition.

8.3. COMPETITION STRUCTURE FOR SQUAD PREMIER LEAGUE

- 8.3.1. There will be a Premier League 1 and Premier League 2 competition, if nominations allow, both comprising of First Grade and Reserve Grade teams.
- 8.3.2. The Premier League Shield will be awarded to the Premier League 1 squad with the highest combined points of First Grade and Reserve Grade.
- 8.3.3. Premier League competitions shall consist of a Premiership Competition and Championship Competition.
- 8.3.4. **Premiership Competition:**
- 8.3.4.1. Ten (10) team competitions to form the basis of Premier League competitions, except for Premier League 2 which may be an eight (8) team competition if there are insufficient nominations received by the due date in By-Law 2.4.2.
- 8.3.4.2. **10 Team Competitions:** Will play eighteen (18) rounds, playing each opponent twice.
- 8.3.4.3. **8 Team Competitions:** Will play eighteen (18) rounds playing each opponent at least twice before any team plays an opponent a third time where practicable.
- 8.3.4.4. Stoppage time will be played in all Premier League 1 First Grade Premiership games.
- 8.3.5. **Championship Competition**
- 8.3.5.1. The Championship competition shall be a finals series competition structured as follows (for both First Grade and Reserve Grade):
- | | |
|---------------------|--|
| Semi-Final 1: | 1 v 2 |
| Semi-Final 2: | 3 v 4 |
| Final: | Loser Semi-Final 1 v Winner Semi-Final 2 |
| Championship Final: | Winner Semi-Final 1 v Winner Final |
- 8.3.5.2. If rain causes the Championship Competition to be reduced the Competitions Manager will decide how this series will proceed depending on time available.
- 8.3.5.3. If in any game of the Championship Competition the score at the end of full time is drawn then ten (10) minutes each way will be played. If at the end of extra time the score is still drawn then a penalty shoot-out will occur.
- 8.3.5.4. Stoppage time will be played in all Premier League Championship games at the discretion of the referee.



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- 8.3.6. Premier League players may be freely transferred between first grade and reserve grade, except for the final five (5) games of the Premiership Competition
- 8.3.6.1. For the final five (5) games of the Premiership Competition, those players who play in first grade three (3) of the final five (5) games will be ineligible to play in reserve grade for the Championship Competition.
- 8.3.6.1.1. Any breach of By-Law 8.3.6.1 will result in a forfeit by the Reserve Grade team, and subject to fines as per By-Law 13
- 8.3.6.2. A player is deemed to have taken the field and played in a match if the player is listed on the team sheet, in accordance with By-Law 8.8.
- 8.3.6.3. A player that is ineligible to play in reserve grade under By-Law 8.3.6.1, is permitted to play as goalkeeper in any subsequent reserve grade game/s, but that player is not permitted to play in any position other than goalkeeper in the reserve grade game/s.
- 8.3.6.4. Goalkeepers must be marked as “GK” on the team sheet.
- 8.3.7. The team finishing last in the Premier League 1 First Grade premiership to be relegated to Premier League 2. The team finishing first in the Premier League 2 First Grade Premiership to be promoted to Premier League 1 and the team finishing last in Premier League 2 First Grade to be relegated to the All Age competition (they may remain in Premier League 2 if there are not enough nominations for Premier League).
- 8.3.8. In the event of a Club being unable to provide sufficient players to take the field in both the reserve and first grade games and therefore wishing to forfeit one game, the Club can only forfeit the reserve grade game.
- 8.3.8.1. Should a Premier League squad forfeit 2 or more games in a season due to insufficient available players, the Club must present a case to the Competitions Committee for their inclusion in the Premier League Competitions for the following season. The Competitions Committee will then determine if the said Club be relegated to the All Age Competition for the following season.

8.4. SUBSTITUTION & INTERCHANGE

- 8.4.1. “Interchange/Substitution zone” will be an area one metre either side of the half-way line.
- 8.4.2. An interchange/substitution is one which is made when there is stoppage of play and for which the following conditions shall be observed –
- 8.4.2.1. The referee must be informed before any proposed interchange/substitution is made.
- 8.4.2.2. The player leaving the field shall do so from the touch line crossing over at the sector called the interchange/substitution zone.
- 8.4.2.3. The player entering the field shall do so from the interchange/substitution zone but not until the player leaving the field has passed completely over the touch line.
- 8.4.2.4. A player nominated for interchange or substitution shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.



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- 8.4.2.5. The interchange/substitution is completed when the player who was off the field, enters the field.
- 8.4.2.6. For games where interchange applies, the number of interchanges made during the match is unlimited and can be made at any time during the match, subject to the authority and jurisdiction of the referee. A player who has been replaced may return to the field for another player.
- 8.4.2.7. For games where substitution applies, substitutions can be made at any time during the match, subject to the authority and jurisdiction of the referee. Once a player has been substituted he/she may not retake the field.
- 8.4.2.8. If during an interchange or substitution, an interchange/substitution player enters the field before the replaced player has completely left the field, the referee shall ensure the replaced player leaves the field, caution the interchange/substitution player and then restart the game.
- 8.4.2.9. If during an interchange/substitution, an interchange/substitution player enters the field or a replaced player leaves it from a place other than the interchange/substitution zone, the referee may caution the offending player.
- 8.4.3. In “Over Age” grades unlimited player interchange is permissible at any time when there is stoppage of play during the game. No more than eighteen (18) players may participate in any match for any one team. More than eighteen (18) names appearing on a team sheet will constitute a fine against that team as per By-Law 13. Where the opposition Manager believes that a team has actually played more than eighteen (18) players, the manager shall inform the Referee who shall note this on the back of the team sheet. The team playing more than eighteen (18) players may be subject to a forfeit at the discretion of the GPT.
- 8.4.4. In grades Under 12 to All Age, unlimited player interchange is permissible at any time during the game. No more than sixteen (16) players may participate in any match for any one team. More than sixteen (16) names appearing on a team sheet will constitute fine against that team as per By-law 13. Where the opposition Manager believes that a team has actually played more than sixteen (16) players, the manager shall inform the Referee who shall note this on the back of the team sheet. The team playing more than sixteen (16) players may be subject to a forfeit at the discretion of the GPT.
- 8.4.5. In Premier League 1 Reserve Grade and Premier League 2 First and Reserve Grade, unlimited player interchange is permissible at any time during the game. No more than sixteen (16) players may participate in any match for any one team. More than sixteen (16) names appearing on a team sheet will constitute a forfeit against that team.
- 8.4.6. In Premier League 1 First Grade the substitution rule applies. A total of five (5) substitutions per team may be made. The number of a substitute may be added to the teamsheet during the game. All players on the field at the commencement of the game must be numbered on the team sheet prior to kick off.

8.5. PLAYER IDENTITY CARDS:

- 8.5.1. All competitions are played under the Photo ID system.
- 8.5.2. Only current year Photo IDs issued by the Association are permitted to be used.



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- 8.5.3. Each team manager shall present the Photo IDs for every mentioned player on the team sheet to the opposition manager for checking prior to the commencement of the game. The opposition manager has the right to sight any or all of the players for verification against the Photo ID photograph. If the opposition manager contests the identity of a player, the manager should note on the back of the teamsheet that they contest the identity of the player, noting the name and ID of the player from the teamsheet.
- 8.5.3.1. If Photo IDs are not available for inspection prior to the start of the match, the game shall be forfeited by the offending team. The opposition manager must advise the referee of the situation and at that time the referee shall write on the back of the team sheet that the Photo IDs were not produced making sure he/she signs the notation.
- 8.5.4. No protests will be accepted regarding player eligibility and identity if Photo IDs are not checked prior to the start of the game.
- 8.5.5. Should a Photo ID not be available for an individual player, then said player shall not be eligible to take the field in any game.
- 8.5.6. Photo IDs for players, substitutes and interchange players that arrive after the opposition manager has sighted the team Photo IDs, must be produced to the opposing manager before the player, substitute/interchange player takes the field of play.
- 8.5.7. A manager has the right, at any time during the game, to request from the opposition manager the Photo IDs for that particular team if he/she has any doubt about the eligibility of any player on the field.
- 8.5.8. Photo IDs may be inspected by any Director of the Association at any time during the game.

8.6. PLAYING OUT OF GRADE

- 8.6.1. A player may play for his/her Club in a higher grade but not a lower division than the one which he/she was originally registered
or
In the same grade and higher division than the one which he/she was originally registered provided that –
- 8.6.1.1. No more than five (5) players that are registered to play in the FNSW Association League in any age group, may play in any single match.
- 8.6.1.1.1. Any team proved to have breached By-Law 8.6.1.1 shall forfeit that match as per Clause 8.7.5. For the purpose of this Clause, any player whose name appears on the teamsheet, and not suitably deleted as per Clause 8.8.7, shall be deemed to have participated in the match.
- 8.6.1.2. A player may only play up four (4) games. Upon playing up a fourth game in a higher grade/division, a player shall no longer be allowed to play in any team other than one which he/she was originally registered. A regrade request for a player may be submitted to the Competition Manager. The player may be regraded at the discretion of the Competition Manager.
- 8.6.1.2.1. Where a player that is registered to play in the FNSW Association League is required to register in a higher grade/division as per Clause



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- 8.6.1.2, the Club shall register that player in a higher grade/division than he/she played on the fourth occasion, or register other players that are registered to play in the FNSW Association League in a higher grade/division, such that there is no breach of Clause 2.3.1.
- 8.6.1.2.2. Any team proved to have breached By-Law 8.6.1.2 shall forfeit that match as per Clause 8.7.5. For the purpose of this Clause, any player who's name appears on the teamsheet, and not suitably deleted as per Clause 8.8.7, shall be deemed to have participated in the match.
- 8.6.1.3. Except for Premier League, a limit of four (4) players shall be allowed to play up in a match for the same team per round as conducted by this Association.
- 8.6.1.4. Players under the age of 16 may only play two grades above their actual age.
- 8.6.1.5. Unless a female is dual registered they may not be borrowed from the Mixed Competition into the Female Competition nor from the Female Competition to the Mixed Competition.
- 8.6.2. Any player playing out of grade must have his/her name, ID number, and registered grade and division noted in the appropriate columns on the team sheet.
- 8.6.3. It is the responsibility of all Clubs to keep a record of players playing out of grade. The Club must notify the Association in writing when a player has played his/her 4th game out of his/her original grade/division.
- 8.6.3.1. To facilitate the administration of this provision, the Association shall notify a Club in writing whenever the Association becomes aware that one of the Club's players has played in a higher grade/division three (3) times out-of-grade in the season.
- 8.6.4. Players registered in Over 45 Division 1 are not permitted to play out of grade in any Over 35 Division except Over 35 Division 1 or 2.
- 8.6.5. Players in Over 35 Division 1 are not permitted to play out-of-grade in All Age Division 5 or lower.
- 8.6.6. Players who are over the age of 40 on 31st December in the previous year who register as players in the Over 35 or All Age competitions will be noted by the Association as an "Over 40" player.
- 8.6.6.1. "Over 40" players that are not registered in Over 35 Division 1 or All Age Division 1, will be eligible to play for their Club as a substitute/interchange player in any division of Over 35, except for any Championship or Pennant Competition matches.
- 8.6.6.2. "Over 40" players registered in All Age Division 1 will only be eligible to play for their Club as a substitute/interchange player in Over 35 Division 1. "Over 40" players registered in All Age Division 1 are not eligible to play for their Club as a substitute/interchange player in Over 35 Division 1 in any Championship or Pennant Competition matches.



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- 8.6.8 Players who are over the age of 50 on 31st December in the previous year who register as players in the Over 45, Over 35 or All Age competitions will be noted by the Association as an "Over 50" player.
- 8.6.8.1 "Over 50" players who are not registered in a Division 1 team, will be eligible to play for their Club as a substitute/interchange player in any division of Over 35 and O45, except for any Championship or Pennant Competition matches.
- 8.6.8.2 "Over 50" players registered in All Age Division 1 are eligible to play for their Club as a substitute/interchange player in Over 35 Division 1 and O45 Division 1, except for any Championship or Pennant Competition matches.
- 8.6.9 A maximum of four (4) eligible upgraded players can be used by an Over 35 or Over 45 team in any one game. Of these four (4) upgraded players a maximum of two (2) are eligible to play "down" in grade or division as an "Over 40" player (By-Law 8.6.7 for Over 35 games) OR as an "Over 50" player (by Law 8.6.8). For the purpose of this By-Law, a player who is both an Over 35 player registered with a lower Over 35 Division, and an "Over 40" player OR an "Over 50" player, shall be considered an upgraded Over 35 player.
- 8.6.10 To avoid doubt, By-Law 8.6.1 applies to all Over 35 matches.
- 8.6.11. Players eligible to play in the Over 45 competition but who are registered in Over 35 or All Age competitions will be noted by the Association as eligible "Over 45" players. Subject to this By-Law, these players will be eligible to play for their Club as a substitute/interchange player in any division of Over 45 equal to or higher than the Over 35 Division or All Age Division in which they are registered.
- 8.6.12. No more than two (2) Over 40 players (as per By-Law 10) can play in any one Over 45 game.
- 8.6.12.1. If an Over 45 team is significantly affected by injury, the Club may put a letter to the Competitions Manager requesting approval to play in that team more than the two Over 45 players from an Over 35 team permitted by By-Law 8.6.12. The Competitions Manager will approve a request under this By-Law only in exceptional circumstances, and the Competitions Manager's approval will specify whether approval is given for a particular game or a specified period.
- 8.6.13. To avoid doubt, By-Law 8.6.1 applies to all Over 45 matches

8.7. FORFEITS

- 8.7.1. Matches shall be played on the ground set down by the Association and shall commence at the official kick-off times. Any team failing to play its match as set down shall be deemed to have forfeited the match. Where a club is aware that a team will forfeit, the club must notify the Office of the Association of the forfeit by 4.00pm on the Friday immediately preceding the game.
- 8.7.2. In all grades, if a team is unable to field at least seven (7) of its registered players at the scheduled starting time, then such team will be deemed to have forfeited the match. No grace period shall be permitted.



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- 8.7.3. Where a team loses enough players in a match that are unable to return to the field due to injury, send-off etc, such that it can no longer field seven (7) of its own registered players then the game shall cease and the referee must record the fact on the back of the Team Sheet. The result of the match shall be at the discretion of the Competitions Manager.
- 8.7.4. Teams forfeiting on two consecutive occasions without satisfactory reason may be removed from the competition by the GPT.
- 8.7.5. Any team that forfeits a match shall be fined in accordance with By-Law 13. A forfeit fee will not apply where three (3) business days advance notice is given to the Association
- 8.7.6. Any team which plays an ineligible player, suspended player, or a player who is not registered with the Association shall be deemed to have forfeited that match.
- 8.7.7. Where a team forfeits a match, such match shall be treated as a game by the opposing team for all purposes of these By-Laws and Schedules.
- 8.7.8. **State Competitions:** Where a club which has agreed to represent the Association in a State Competition forfeits a State Competition match, the Club will be charged any amount imposed by FNSW in respect of the forfeit.

8.8. TEAM SHEETS

- 8.8.1. In all competition matches, except Championship Finals, the first team mentioned in the draw shall, at least five (5) minutes before the scheduled start of the match, hand to the Referee a team sheet duly completed by both teams.
- 8.8.2. In Championship Finals, each team shall complete the team sheet held by the Association Officials at the ground with their own team's information at least thirty (30) minutes prior to kick-off.
- 8.8.3. A player may take the field at any time during a game subject to the authority of the Referee. If the player's details are not noted on the team sheet, the player must ensure they are noted at that time, or as instructed by the Referee.
- 8.8.4. All team sheets are to be delivered to the Association no later than the Tuesday following the game. Results must be entered into Compman by Monday 10:00am for weekend games (including Friday night) and 10:00am the following day for midweek games.
- 8.8.5. Prior to the manager signing the team sheet at the conclusion of the game, the referee shall enter on the said team sheet, beside the name of players, the code for any caution and/or send off issued during the game.
- 8.8.6. All upgraded players listed on the team sheet will be deemed to have played in the match.
- 8.8.7. Players entered onto the team sheet, but who will not participate in the game, must have recorded DNP (Did Not Play) in the number column on the teamsheet.
- 8.8.8. All players numbered on the team sheet will be deemed to have played in the match. All other players are to have DNP recorded in the number column on the teamsheet.

8.9. REFEREES

- 8.9.1. Where possible, a referee shall be appointed for each match by the Referees Association, or by this Association.



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- 8.9.2. Where no official referee is available, it shall be the duty of the two team managers to reach a decision and appoint a substitute referee. If there can be no agreement the game will be abandoned and may be replayed at the discretion of the Competition Manager. The club(s) of both teams may be required to provide a written explanation of why the game was not played.
- 8.9.3. The person or persons who referee the match have the same authority and rights as an official referee, including, but not limited to, cautioning or sending off a player and submitting incident reports. The person or persons who referee the match should sign the team sheet, noting any cautioned players, players sent from the field or incidents as appropriate, and return same to the home Team Manager who shall ensure that it is returned to the Association by the following Tuesday.
- 8.9.4. Where an active, qualified member of the Referees Association is present at the ground, that referee has the right to referee the match, providing that the match is at the level of game the Referees Association member normally covers.

9. DISCIPLINE

This By-Law defines how grievance or disciplinary matters are dealt with.

- 9.1. All aspects of grievance and disciplinary matters are set out in the Association Grievance and Disciplinary Regulations attached as a Schedule to these By-Laws. The Schedule is to be read in conjunction with these By-Laws and the Association Constitution.

10. PROTESTS/APPEALS

This By-Law defines how Clubs or players may appeal decisions of the Association or constituted bodies of the Association.

- 10.1. All appeals or protests will be conducted in accordance with the Association Grievance and Disciplinary Regulations set out in the Schedule to these By-Laws. The Schedule is to be read in conjunction with these By-Laws and the Association Constitution.
- 10.2. All appeals will be heard under the Association Appeals Procedures as drawn up by the Association. A copy of these procedures shall be provided to all appellants.

11. PERPETUAL TROPHIES

This By-Law defines the management of perpetual trophies

- 11.1. Clubs shall return to the Association, by 30th June in each year, any perpetual trophies presented to their teams for the previous season. Clubs failing to return same by the said date will incur a fee per trophy as prescribed in By-Law 13. Replacement for or repairs to trophies will be incur a cost to the club responsible.



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12. SPECIAL COMPETITIONS

This By-Law allows the Associations to run competitions other than those described elsewhere in these By-Laws.

- 12.1. The Association may conduct special competitions under such rules and conditions as are directed by the Competitions Committee.

13. FEES AND FINES

This By-Law defines the fees and fines that may be applied to Clubs, teams or players in accordance with general By-Laws.

13.1. HFI Forfeit Fees:

Under 6 to Under 8	\$15.00
Under 9 to Under 11	\$20.00
Under 12 to Under 14	\$25.00
Under 15 to Under 16	\$30.00
Under 17 to AA	\$75.00
Over 35 to Over 45	\$75.00
Premier League & Super League	\$100.00

In addition to the above fees, if notification of such forfeit is NOT given to the Association by 4.00pm on the Friday preceding the game then the team forfeiting shall also be liable for the appropriate match officials' fees for the forfeited game.

- 13.2. Protest Fee: \$200.00
- 13.3. Appeal Fee: \$250.00 (\$100 of which is not refundable)
- 13.4. Late Team Registration Fine: \$100.00
- 13.5. HFI General Fines:

Undressed grounds	\$50.00
No match ball	\$10.00 per team per match
No, late or incorrect result submitted to HFI	\$10.00 per team per match
Non-attendance at meeting of clubs	\$50.00
Non-attendance at a General Meeting	\$100.00
More than the allowed players on teamsheet	\$5.00 per team per match
Non-numbered shirts	\$5.00 per team per match
Missing shirt numbers on teamsheet	\$5.00 per team per match
Missing player ID numbers on teamsheet	\$5.00 per team per match
Missing upgraded player's team on teamsheet	\$5.00 per player per match
No Team Official ID (Armband)	\$5.00
No Alternate Strip	\$50.00 per team per match
Failing to return perpetual trophy by due date	\$100.00 each trophy

- 13.6 The Competitions Committee shall have the power to waive any fees or fines.

13.7. State Competitions:

- 13.7.1. Failure to notify results by the prescribed time in the prescribed manner - \$250 (or such other amount as FNSW may impose)



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- 13.7.2. Forfeit Fee - \$250 (or such other amount as FNSW may impose)
- 13.8. Fines for non-competitive football shall be \$5.00 per infringement except where varied by By-Law 7.16 or By-Law 13.1.
- 13.9. Fine for not complying with Strip & Sponsorship (see By-Law 5.3.1) shall not exceed \$500.

- End of By-Laws -