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Section 1 General Rules

Changing of Rules

1-1 The regulations contained in this document shall be subject to alteration only by the Board of Southern NSW Football Inc. provided that any alteration is made prior to the closing date of nominations.
Any rules not specified in this document will be governed by the current Laws of the Game and associated regulations.

1-2 Purpose of Branch Championships

a) The purpose of these competitions shall be to find the Southern NSW Football Branch Champion in each Age Group.
b) Where the Country Cup competition calls for the winner of the championships to represent the Branch, that team SHALL enter their respected age group as per the current FNSW ruling.

1-3 Format

The format of the Championships may vary from year to year. Therefore, the system deemed the most suitable for the upcoming competition shall be determined at the A.G.M

1-4 Nominations

a) Each Association should aspire to nominate a team in each age group being conducted in the Branch Championships.
b) Associations are expected to nominate a team in each group in which they conduct a local competition and may incur a fine where no team is nominated/fielded.
c) From U/13 and up, teams must be single sex gender specific. That is, girls may only play in a female team, and boys can only play in a male team. In the case that there is no team available in their own age group, dispensation may be approved by the Branch Convenor.
d) Results will be based on a points system as per Rule 3.6.

1-5. Withdrawal of Nominations

Associations may withdraw a nomination subject to the following conditions:

a) Withdrawals are made prior to the date on which nominations close. This date will be set at the Southern NSW Football A.G.M.
b) Teams withdrawn after the draw is issued, or any deadline declared by the Board, will result in the Association being fined $250.00 for each team withdrawn.
c) No withdrawal shall be accepted after seven (7) days prior to the First Branch Championship match.

1-6. Closing Date

The closing date for entry into the Branch Championships shall be determined by the Board.

1-7. Age Groups

(a) The Branch Championships may be conducted in any of the following Age Groups:
Under 12, 13, 14, 15, 16 Boys, Under 12, 14, 16 Girls. Development League teams may be considered if approved by the Board. SSG rules will apply as per Rule 3.
(b) The Senior Branch Championships are currently held as a separate competition at a separate date. Primarily, this will include AAM and AAW but other age groups e.g. Over 35s, Under 18s may be considered.
(c) Interchange is to be played for all age groups up to Under 16, Over 35, and all Senior matches.

1-8. Team Colours

Competing teams shall wear the colours as stated in the Nomination Form for the Association, except where there is a conflict of colours. If this occurs, the designated **Home Team** shall change.

1-9. Ground Size

a) The field shall be no less than-the minimum International size as set out in the Referees Chart.
b) Change facilities must be available, both male and female.

1-10. Equipment

a) It shall be the responsibility of the host Association to provide and set up nets, corner flags, crowd control ropes, substitute benches and a canteen.
b) Where set-up is required for Small Sided Games, player poles, where required, should be set-up by the host Association.
c) Each team shall supply at least one match ball, the ball is to be of the accepted standard, for inspection by the referee prior to the commencement of the game.
d) **Ball Size**

Age Group	Ball Size
Under 10 – Under 13	Size 4
Under 14 and over	Size 5

e) **Supply Of Match Balls**

Both teams are responsible for supplying a match ball of the correct size, quality and air pressure at the commencement of each game.

1-11. Branch Commissioner (Official)

a) Where a Branch official is not appointed to officiate at the Branch Championships, the Host Association shall appoint a Match commissioner to perform the duties of running the Branch championships on behalf of Southern NSW Football Inc. and advise the Branch Rep Convenor of the name of such person by 5pm Friday preceding the match.
b) No person or persons other than those approved by the Branch may act in the capacity of the match commissioner.
c) The function of the match commissioner shall be to supervise the competition, provide and inspect the Match Sheets to ensure that they are completed correctly prior to the match. At the end of each day's play all scores are to be notified to the Branch Rep Convenor by Phone or email.
d) Fines will apply to any Association that does not notify the match **results at the end of play each day.**
e) If necessary, the Match commissioner must arrange a disciplinary committee to hear any appeal. and /or any protests that may arise.

1-12 Jacketed Officials - Roles and Responsibilities

All Teams participating in the Southern Branch Championships must provide a minimum of **two** people to act in the role of "**Jacketed Official"** for senior and junior matches, one official is required for night competitions. Failure to provide the required number of Jacketed Officials within ten minutes of the nominated kick-off time will result in the offending team being fined per **Match** and any other sanction deemed applicable by SNSWF.

1-12.1 The match will not start until the Jacketed Officials are in position.

1-12.2 Jacketed Officials must:

(a) Be 18 years of age or older;
(b) Wear clothing that readily identifies them as a Jacketed Official;
(c) Patrol all fields used throughout the relevant match(s) and ensure they are located in positions where they are clearly visible to Participants, and are able to monitor on-field and off-field incidents and Spectator behaviour;
(d) Make themselves clearly visible to the Match Officials prior to the commencement of a Match and ensure their names are displayed on the applicable team sheet;

(e) Accompany Match Officials on and off the field of play if required or appropriate to do so ensure that, at all times, their Spectators comply with the FFA Spectator Code of Behaviour .If their Spectators are behaving contrary to the Code of Behaviour, a Jacketed Official must, if it is safe to do so, remind those Spectators of their obligations under the Code of Behaviour and issue any reasonable directions to those Spectators, including a direction to leave the venue. If those Spectators fail to comply with the Jacket Official's reasonable directions, he/she should, contact the home Club representative for further assistance. If required, the home Club official representative is to contact the police or relevant emergency services for support.

(f) **NOT** be involved in other duties while acting as a Jacketed Official (not refereeing, coaching managing,canteen duties etc.);

(g) **NOT** engage in any verbal or physical altercation.

(h) **NOT** consume alcohol or smoke while acting as a Jacketed Official;

(i) **NOT**, unless it is safe to do so, approach opposition Spectators behaving inappropriately and must instead approach opposition Jacketed Officials to resolve any issues. If opposition Jacketed Officials are unwilling or unable to assist, and opposition Spectators continue to behave inappropriately, the jacketed Official should, if necessary, contact the home Club representative for further assistance. If required, the home Club official representative is to contact the police or relevant emergency services for support;

(j) **MUST**, conduct themselves in a manner that enhances, rather than injures, the reputation and goodwill of football generally.

(k) Teams and Jacketed Officials that fail to comply with these Roles and Responsibilities may be fined by Southern Branch Inc.or dealt with in accordance with the Disciplinary Regulations.

1-13 Ground Officials

Ground Officials have the authority to remove any offending persons from the officially marked area. If they fail to leave the Council Ranger or police are to be called to have them removed, and a report made to the Association including names of the offenders.

1-14. Referees and Fees

a) Where Branch Championship games are played on a 'Home and Away' basis, Referee fees will be paid by the Host Association. This may include games that were forfeited.

b) Where games are played at a neutral venue, or other non-equal situation, Referee fees will be payable by both teams on a 50/50 basis as per the fixtures. The host Association paying the fees on the day.

c) The host Association will be reimbursed by the Branch who will subsequently invoice the Associations for their proportion of the Referee fees.

d) In the event of a play-off being ordered to determine the Branch winner, the Branch will pay the referee fees for these games.

e) The Branch Championship competition is sanctioned as a priority event and games are to take precedence over local Association Games in the appointment of referees.

f) It will be the responsibility of the Host Association to provide sufficient official Referees & Assistant Referees for all games. In the event of there being insufficient Referees available from the Host Association, Branch will, in writing, request that all Associations liaise with each local Referee Association to co-ordinate appointments with the host Referee Association.

g) In the case that a referee travels from another Association to officiate, they shall be entitled to claim a travelling allowance from a central point of their association at the current rate of reimbursement per kilometre.

h) The referee fees for all Branch Championship games will be the same as set by Football NSW for State run competitions.

1-15. Accommodation

In the event of a visiting team requiring accommodation, it shall be their responsibility to arrange. Branch officials who are required by the Branch to travel will have their expenses met by the Branch.

1-16 Travelling Expenses

Travelling expenses shall be met by the travelling Association, except for Branch officials who are required by the Branch to travel. Their expenses will be met by the Branch.

1-17 Branch Coaches

Where possible, Southern Branch coaches are to be in attendance at the ground where their age group is playing for the purpose of selecting players that may wish to follow further pathways in their football journey. This may include representing Southern Branch at tournaments they enter.

1-18. Special Awards

The Board shall from time to time approve awards for specific reasons. Currently, we are running the "RAY TWEEDIE MEDAL".
The Medal will be awarded in junior age groups for a "Best & Fairest" player based on the most points accrued in the competition. Points will be allotted on a 3,2,1 system by the MATCH REFEREE.
It is the responsibility of the host Association to inform their local Referees body of this award so as they can award the points in each match they adjudicate in.

1-19. Protests and Disputes

a) Protests and disputes arising from the Branch Championships shall be submitted in writing to the Branch Secretary and lodged by the Wednesday following the match. They must be signed by both Team Manager and Association Secretary and must be accompanied by a two hundred dollar, ($200.00) protest fee which is refundable if the appeal is upheld or if seen fit by the Board.
b) The Board has the discretionary power to appoint an appropriate panel to hear each protest, or dispute and to make decisions in accordance with these regulations.
c) The decision of the Board shall be final.
d) All Players and Officials are subject to the provisions of section 4 in its entirety.

Section 2 Registration

2-1 Registration Procedure

a) All Association teams that are entered into the Branch Championships are to register the players, coaches and managers in "PlayFootball" (or similar on-line platforms that are currently in use) as representative players then, allocate those players, coaches and managers to the team in the PlayFootball system. This is to include photo I.D.
b) Once completed a copy of the team report is to be forwarded to the Branch Rep Convenor as the registration form NO LATER than seven (7) days prior to their first game, electronically. (The date of the competition will be set at the Branch AGM)

2-2 Registration Forms

a) Each Association must provide one copy of the Registration sheet to their Coach and Managers for that team to carry to all games which it plays within the Branch. This must include the players photo I.D.

b) The maximum number of players to be registered with a team in the Branch Championships will be:
Under Ten to Under Twelve - 13 players
Under Thirteen to Sixteen - 16 players
Senior competitions - 18 players (Which may include Under 18 competitions)
c) Where a team has requested, and received approval, to register more than the allowed number of players in any one game, they must be aware that only the maximum number of allowed players may participate in any one game or be allowed to enter the team's technical area. (as per Rule 2-2.b)

2-3 Photo Identification Cards/Sheets

a) The Branch Convenor may arrange a managers' meeting prior to the first games being played. It will be the responsibility of the convenor to inform the associations of such a meeting. At this meeting, the team Manager will present any amendments to their registration sheet which must include the player's FFA number/photo ID which is to be printed from PlayFootball. (or similar on-line platforms currently in use)

b) All matches shall be played under the PHOTO ID system with current photographs.
c) It is the responsibility of the Player, Coach or Manager to have the Player's I.D. available for each match**.**
NO PHOTO I.D. - NO PLAY!
d) It shall be the responsibility of opposing team Managers to inspect their opposition team Photo I.D.s including substitutes. Where the interchange rule is effective, IDs are to be checked for all players participating in the game prior to the kick-off by both managers.
e) No protests will be accepted re player eligibility if IDs are not checked.
f) Should PHOTO ID not be available for an individual player, the player shall not be eligible to take part in the game.

Section 3 Competition

3-1 Make Up of Competition

The Branch Championship shall consist of a competition between representative teams of Associations affiliated to Southern NSW Football. The Board may see fit to invite other teams from time to time, however, invitees will not be eligible to win the Championship trophy unless approval has been given by the Board.

3-2. Player Eligibility

The following eligibility applies to all grades and divisions.

a) Each player shall be a registered and active player with a club of an affiliated Association within Southern Branch.
b) To be eligible to play in an age group, the player must be turning that age in the current calendar. year, (under the required age as specified by Football NSW).
c) A player can only be registered in one team; however, they may play for any age group above his / her registered age division, (as per FNSW Rules) provided the player meets all registration requirements. However, time on the field must be taken into consideration. The current guideline being the equivalent of two full-time games per day or four full-time games per weekend.
d) **Note:** A player may play **UP** an age group, they cannot play **DOWN** an age group.
e) Any dispensation requests outside the eligibility rules will be considered on an individual basis providing they qualify as per rule 3.2a.
f) Where a player plays for a team as in (c), the Match Sheet shall be endorsed by the team manager in the following way; If an Under 12 player plays in an Under 13 game, **"Under 12"** has to be written beside the player's name.

3-3. Player Regulations

a) All games are to be played in accordance with the Laws of the Game as laid down in the Referee's Chart, except where specifically stated in these regulations.
b) The duration of the game shall be:

Under 10 to Under 12	25 minutes each way
Under 13 and Under 14	30 minutes each way
Under 15 and Under 16	35 minutes each way
Under 17 and Under 18	45 minutes each way
Under 21	45 minutes each way
All Age Women	45 minutes each way
All Age Men	45 minutes each way

A half-time break of 5 minutes is to be allowed in all games.

c**)** **Note: Time restraints may see variations of the game duration where playing time may exceed the recommended minutes per day.**

***** REFER TO THE FIXTURES DISTRIBUTED *****

d) No Stoppage time to be played in any games; this includes all stoppage for interchange.
e) A 10-minute grace only will be allowed from the advised kick-off time before a forfeit can be claimed.
f) Coaches and Managers are not permitted to coach from the side-line and are to remain in the technical area where they can give instructions to players.
g) Only the players including substitutes, coach, assistant coach, manager and trainer, along with the match officials are allowed within the confines of the roped- off technical area.

3-4. Number of Players

Under 10 through to Under 12	-	Maximum of 9 players, minimum of 6 players on the field at any one time including the Goalkeeper, maximum of four substitutes.
All other age groups	-	Maximum of 11 players, minimum of 7 players on the field at any one time including the Goalkeeper, maximum of five substitutes.

3-5. Match Sheets

a) Only the official SNSWF Match Sheet will be accepted. This match sheet is only required to be completed once for each day of the competition.
b) The match sheet must be completed by the respective team Managers correctly at the official table **at least 30 minutes** prior to the match. The match sheets are not to be removed from the table. The Match Official shall ensure the form is correctly filled in before the game can commence.
c) Each player's name and F.F.A. Identity number shall be printed on the Match Sheet which is to correspond with the number on his/her playing strip. The player will only be required to sign the Match Sheet if there is a dispute in his/her eligibility**.**
d) Team Coaches/Managers must inform the Match Official of any player(s) that change their player jersey to another number.
e) All match sheets will remain with the official, as a specific MATCH CARD will be used by the Referees. Upon conclusion of the game, Team Managers shall obtain the match card from the referee and return it to the match official as soon as possible so as to record the score.

3-6. Points

a) From Under Twelves and up, points will be awarded on the basis of:
- Three (3) Points - for a win
- One (1) point - for a draw
- Three (3) Points and three goals - for a forfeit.

b) If two or more teams finish equal on points, the top team will be decided by goal differences. If they are still equal, the team with the most goals for will be the winner.
c) If still equal, the teams shall play-off at a date, time and venue set by the Branch Convenor.
d) If the rescheduling of games, (as in Rule 3.6(c) above), is deemed impractical, the Branch Official may choose an alternative means of achieving a result. E.g., Extra time; golden goal, providing approval is granted by the Branch Convenor.

3.6 (i) For Development League age groups; points ONLY will be awarded (as above), goals for and against **will not be recorded**. If points are equal, teams maybe declared joint winners or runner up. In the event of a dispute, the match officials will decide the final result.

3-7. Forfeits

a) In the event of a team forfeiting, the opposing team shall be awarded 3 points and 3 goals. Three against goals shall be recorded against the forfeiting team.
b) The forfeiting team may be fined **$250.00** and shall give at least 48 hours' notice to the opposition Secretary and the Branch Rep Convenor.
c) If (b) is not complied with, the offending Association may be required to reimburse any expenses incurred by the non-offending team, such as referee fees, travelling expenses etc. **up to an amount of $500**
d) Any team forfeiting other than in accordance with (b) above shall be fined an additional **$100.00**.

3-8. Termination of Matches

a) In the event of a game not being completed / cancelled owing to extreme weather conditions, the Branch Rep Convenor shall be notified, and the Board may order a replay or any other action as it sees fit.

b) Any fixture which, cannot be played or completed owing to causes over which neither side has any control the game will be set by the SNSWF Rep Convenor. The failure of an official referee to officiate at the match shall **NEVER** be regarded as sufficient grounds for the match to be postponed. If the game is not played on the date set by the SNSWF Rep Convenor the match will be forfeited and fines will be incurred. If a match is not completed, the players who appeared on the Match Sheet at the start of the match are the only players who can play, if the Branch Rep Convenor deems that the match must be replayed or completed.

3-9. Notification of Results

a) In the event that the Branch Official is not present at the venue, it shall be the responsibility of the Host Association Match Official to telephone / email the results to the Branch Rep-Convenor **ON THE DAY THE GAMES ARE PLAYED**.
b) The Host Association is also responsible to ensure the Official Match Sheets are returned to the Branch Convenor within three (3) working days.

3-10. Small Sided Game Rules

RULES FOR Under Ten, Under Eleven and Under Twelve Small Sided Games.

Playing Formats and Rules for 9 v 9 - 25 Minute Halves Playing Format 1-3-2-3

a) There shall be nine players in a team, one of whom will be a goalkeeper. Maximum of 4 substitutes for a total of 13 players who may rotate during the entire game.

The Referee/Instructing Referee, (coach or parent) is allowed to make the substitutions while the ball is in play but must wait until the substituted player has left the field.

b) Goalkeeper

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be rolled underarm or played from the ground with their feet, within 6 seconds. The goalkeeper is not allowed to kick or drop-kick the ball directly from their hands.

Opponents must be at least 10 metres outside the penalty area and cannot move until the ball is in play. The ball is in play once a second attacking players has played at the ball.

The ball must be received inside the defensive third of the field (attacking team.) If ball is rolled or kicked outside the defensive third, play is stopped, and the goalkeeper is to start play again.

c) An indirect free kick is awarded if the goalkeeper touches the ball with his hands after it has been deliberately kicked to him by a team-mate.

d) Ball crossing the sideline.

Throw in
Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head.
The thrower must not touch the ball again until it has touched another player.
Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.

e) Ball crossing the goal line after touching the defending team last

Corner kick
A player from the attacking team places the ball inside the corner arc nearest to the point where the ball crossed the line.
Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves. A goal may be scored directly from a corner kick.

f) Ball crossing the goal line after touching the attacking team last, goal kick to be taken from anywhere within the penalty area.

Goal kick

Opponents remain at least 10 metres outside the penalty area until the ball is in play.
Game Leaders should not restart play until they are satisfied all opposition players are at least 10 metres outside the penalty area and they cannot move until the ball is in play.

The ball is in play once a second attacking player has played at the ball. The ball must be received inside the defensive third of the field (attacking team.) If ball is rolled or kicked outside the defensive third, play is stopped, and the goal kick is to be taken again.

g) Offside Same rule as 11v11 games

h) Indirect free kicks

Are awarded for all acts of handball or fouls and misconduct.
Opponents must be at least 5m away from the ball when the indirect free kick is taken. (Indirect free kicks a goal can be scored only if the ball subsequently touches another player before it enters the goal).

i) For deliberate or serious acts of handball, fouls or misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark Fouls and misconduct.

j) Fouls and misconduct are:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- charges an opponent
- Strikes or attempts to strike an opponent
- pushes an opponent
- tackles an opponent from behind to gain possession of the ball
- making contact with the opponent before touching the ball
- holds an opponent
- spits at an opponent
- handles the ball deliberately
- plays in a dangerous manner
- impedes the progress of a player

k) Player Participation

Games that are played in the 9 v 9 format must have at least six (6) players to participate in a match.

l) Field of Play Dimensions

Length: Sixty (65) to seventy (70) metres
Width: Forty (45) to Fifty (50) metres

Goal Size

One point eight (1.8) to Two (2) metres high, and four point five (4.5) to five (5) metres wide maximum.
Centre Circle: Five (5) metres
Penalty Area: Five metres (5) deep and twelve (12) metres width

Substitutions

m) The interchange format will apply.

3-11 Player's Equipment

(i) All players in all matches must appear in proper football uniform (i.e., shirts, shorts and socks) in their Association colours. Players must wear football boots and are to take to the field wearing shin guards for protection which must be of a commercial type. Shin guards are to be worn UNDERNEATH the players stockings.

a) Goalkeepers must wear a coloured shirt that is different in colour from the opposition colours and/or the colours of his own team. Goalkeepers are also allowed to wear shorts and socks different to their own and opposition team.

b) Unless prior approval is given, Active wear/ compression wear (e.g., Skins), when worn must conform to the main colour of the players team strip.

c) Players must **not** wear anything which could be dangerous to other players, including:
   (i) Plaster casts, whether covered/padded or not.
   (ii) Accessories such as hair clips, bobby pins or rigid hair bands. Hair bands must be made of soft material.
   (iii) All jewellery.

3-12 Interchange Rule

(a) The interchange format will be used for all age groups including All Age Women and All Age Men using the interchange rules as laid down by Football NSW and Southern NSW Football

(b) Interchange of players is unlimited. Interchanging of players is permissible at any time during the game. The interchange procedure shall be as follows:

   (i) The Interchange zone will be an area one (1) metre either side of the halfway line.
   (ii) An interchange is one, which is made when the ball is out of play and for which the following conditions shall be observed.
   (iii) The player leaving the field shall do so from the sideline crossing over at the sector called the Interchange Zone.
   (iv) The player entering the field shall also do so from the interchange zone but not until the player leaving the field has passed completely over the sideline from the nearest point.
   (v) A player nominated for interchange shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.
   (vi) The interchange is completed when the player who was off the field enters the field. From this moment they become a player, the player whom they replaced ceases to be a player.
   (vii) The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field for another player.
   (viii) If during an interchange an interchange player enters the field before the replaced player has completely left it, the referee shall ensure the replaced player leaves the field, caution the interchange player and then restart the game.
   (ix) If during an interchange an interchange player enters the field or a replaced player leaves from a place other than the interchange zone, the referee shall caution the offending player.
   (x) The interchanging of players will cease at the completion of normal and extra time.
   (xi) If at this time penalty kicks are required to obtain a result then the eleven (11) players on the field at the end of extra time are the only players permitted to participate in the penalty kicks. No interchange at this time is permissible.

3-13 Senior Branch Championships

The following eligibility applies to both male and female teams from the Under 18 division through to the open All Age groups which the Branch encourages them to enter into.

a) The Senior competition shall be played at the completion of the Winter season at a venue nominated at the Southern Branch AGM the preceding year.

b) Rules for the Senior Branch championships may vary from the Junior rules due to the reduced time available on the seasonal calendar- as follows:

i) Nominations to be received before the cut-off date advertised

ii) Teams to register a maximum of 18 players

iii) Registration sheets to be emailed to the Branch convenor 7 days before the first game or provided on the current online system being used.

iv) Teams will play up to 4 games, (depending on how many teams nominate), playing each other team once; a final play-off between 1st and 2nd position for the BRANCH CHAMPIONSHIP will be played where time allows, alternatively, the winner will be decided upon points.

v) Games will be of equal halves of 30-minute duration unless variations are advised.

vi) Points will be awarded on the basis of:

Three (3) Points	-	for a win
One (1) point	-	for a draw
Three (3) Points and three goals	-	for a forfeit.

vii) Interchange will played in all divisions (Maximum 5 substitutes)

viii) All matches shall be played under the ID card system with current photographs

c) Any player who receives two (2) official cautions during the game shall serve a mandatory one (1) match suspension.
All other disciplinary sanctions as per Section 4.

d) Any player receiving a Red Card (or 2 cautions in a match) will serve a mandatory one (1) match suspension.

e) Referee fees will be paid on a 50/50 basis with the host Association paying them on the day as per Rule 1.14.

f) The winners of each division to receive a winner's medal.

Section 4 Disciplinary

4-1 Any player sent form the field of play during a Branch Championship match, shall be subject to the following mandatory suspensions unless he/she appeals to the Match Commissioner on the day or to the Southern NSW Football Rep Convenor within 48 hours of the match**.** A meeting of the Judiciary Committee may then be called.

The mandatory suspensions tabled below shall also apply to any appeal from players within the Southern NSW Football boundaries with the exception that an appeal fee of two hundred and fifty dollars ($250) is to accompany the appeal. This fee will be forfeited if the appeal is unsuccessful.

The Judiciary Committee shall impose Sanctions as per the Table of Offences by a Player listed below.

Table of Offences by Players

	Offence	Incident	Suspension	Minimum	Maximum
R1	Serious Foul Play (typically, but not limited to, serious foul play when the ball is in play)	Serious foul play tackle or challenge	First Second & subsequent	MMS MMS + 1 Fixture	24 Months
	Attempting to gain possession of the ball using excessive force		First Second & subsequent	MMS + 1 Fixture MMS + 2 Fixtures	24 Months
	Conduct that endangers the safety of an opponent in a contest for the ball or has the potential to cause injury		First Second & subsequent	MMS + 2 MMS + 3 Fixtures	24 Months
	Conduct causing minor injury		First Second & subsequent	MMS + 4 MMS + 5 Fixtures	24 Months
	Conduct causing serious injury		First Second&Subsequent	MMS + 6 MMS + 10	24 Months
R2	Violent Conduct (Typically, but not limited to) serious foul play when the ball is not in play, and / or premediated violent conduct	Excessive Force	First Second & subsequent	MMS +1 MMS + 2 Fixtures	24 Months
	Violent Conduct		First Second & subsequent	MMS + 3 MMS + 5 Fixtures	24 Months
	Serious and/all premediated violent conduct		First Second & subsequent	MMS + 6 MMS + 8 Fixtures	24 Months
	Serious Violent Conduct that has caused bodily harm or responsibility for a violent melee		First Second & subsequent	MMS + 12 MMS + 20	24 Months
R3	Spitting at an Opponent or any other person	Spitting at or towards an opponent or any other person	First Second & subsequent	MMS + 4 MMS + 8 Fixtures	24 Months
	Spitting on an opponent or another person		First Second & subsequent	MMS + 8 MMS + 16 Fixtures	24 Months
R4	Denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (except a goalkeeper within their penalty area)		First Second & subsequent	MMS MMS Fixture	24 Months
R5	Denying an obvious goal-scoring opportunity to an opponent moving towards the opponent's goal by an offence punishable by a free kick		First Second & subsequent	MMS MMS Fixture	24 Months
R6	Offensive, Insulting, abusive or intimidating language and / or gestures	Using Language and/or gestures in frustration	First Second & subsequent	MMS MMS + 1 Fixture	24 Months
	Using offensive language and or gestures directed to another person		First	MMS + 1 MMS + 3	24 Months

			Second & subsequent	Fixture	
	Incitement to violence, or repeated use of offensive language to another person		First Second & subsequent	MMS + 4 MMS + 8 Fixture	24 Months
	Use of discriminatory, homophobic, racist, religious, ethnic r sexist language and/or gestures		First Second & subsequent	MMS + 6 MMS +14 Fixture	24 Months
	Threat of physical violence at or towards another person or their family or property		First Second & subsequent	MMS + 8 MMS +16 Fixture	 24 Months
R7	2nd Yellow card in a match		First Second& subsequent	MMS MMS Fixture	24 Months

Offences by Participants against Match Officials

Offence	Incident	Minimum	Maximum
Fail to or abide with a Direction of a match official	First Second & subsequent	MMS MMS + 1 Fixtures	 24 Months
Disputing a decision of a Match Official or dissent (R6 for Players)	First Second & subsequent	MMS MMS +1 Fixtures	 24 Months
Using Language or Gestures in Frustration (R6 For Players)	First Second & subsequent	MMS MMS +1 Fixtures	 24 Months
Use Offensive, insulting or abusive language and/or gestures (isolated incident) (R6 for Players)	First Second & subsequent	MMS + 2 Fixtures MMS +4 Fixtures	 24 Months
Use Offensive, insulting or abusive language and/or gestures (Repeated and excessive conduct (R6 for Players	First Second & subsequent	MMS + 4 Fixtures MMS+6 Fixtures	 24 Months
Indecent Gestures (R6 for Players)	First Second & subsequent	MMS +6 Fixtures MMS + 10 Fixtures	 24 Months
Provocation or incitement of Hatred or violence (R6 for Players)	First Second & subsequent	MMS + 8 Fixtures MMS + 12 Fixtures	 24 Months
Use of discriminatory, Homophobic, racist, ethnic or sexist language and/or gestures (R6 for Players)	First Second & subsequent	MMS + 10 Fixtures MMS + 12 Fixtures	24 Months
Threatening or intimidating language or conduct towards a Match Official (R6 for Players)	First Second & subsequent	MMS + 11 Fixtures MMS + 15 Fixtures	24 Months
Threat of physical violence towards a Match Official or his/her family or property (R6 for Players)	First Second & subsequent	MMS + 12 Months Two Years	24 Months
Inappropriate contact with a Match Official (R2 for Players)	First Second & subsequent	MMS + 1 Fixtures MMS + 2 Fixtures	24 Months
Pushing a Match Official (R2 for Players)	First Second & subsequent	12 Months Two Years	Life
Tripping a Match Official (R2 for Players)	First Second & subsequent	12 Months Two Years	Life

Striking a Match Official with a Ball or other Object (R2 for Players)	First Second & subsequent	Two Years Four Years	Life
Punching, Kicking, Elbowing or striking a Match Official (R2 for Players	First Second & subsequent	Two Years Four Years	Life
Spitting at or towards a Match Official (R3 for Players)	First Second & subsequent	12 Months Two Years	Life
Spitting on a Match Official (R3 for Players)	First Second & subsequent	Two Years Four Years	Life

4-2. Findings of the Disciplinary Committee. The Committee has the power to:

a). Consider the reports of the Referee, Linesman, or Others
b). Decide if the offence is proved.
c). Determine and set whatever punishment or sanctions that it considers appropriate in accordance with the Table of Offences by Players.

4-3. Punishment.

If the Disciplinary Committee considers that the offence is proved, it must select the punishment from the Table of Offences. The Disciplinary Committee is empowered to set punishments outside these guidelines where they consider extenuating circumstances require either higher or lesser Suspensions not calculated in matches. A Suspension greater than the applicable Minimum Suspension may be imposed only in exceptional Circumstances that must be detailed in the determination of the charge.

4-4. The Disciplinary Committee has the right to consider:

a). The severity of the offence
b). The player's past record
c). Extenuating circumstances

Where the offence is of a relatively minor nature and the player has a previous record of good conduct, the Disciplinary Committee may choose to set a suspended sentence in accordance with the guidelines.

4-5 Southern NSW Football Inc. will set an Appeals Tribunal to hear any appeal of any sanction from the Disciplinary Committee if an appeal is received. A statement is to be presented to Southern NSW Football Inc. outlining what grounds you are appealing. The appeal fee must be paid ($200) at the time the appeal statement is summited. The appeal must be summited within two (2) working days of the notice of suspension being received.

4-6 Any dispute or complaint concerning:

a). The conduct of a player or club, or ordinary member
b). An alleged breach of the Association Rules and By Laws
c). A failure to observe lawful decisions and directions of the committee of Southern NSW Football, Inc.
d). A breach of the Regulations and By Laws of the Football N.S.W. may be referred to the Disciplinary Committee for a decision.

4-7. Any offence not covered by these guidelines will have the penalty determined by Disciplinary Committee but shall be at any case at least one (1) match (MMS). Should a player strike or attempt to intimidate a Referee, or official, such players will be automatically suspended and shall appear before the Judiciary Committee at a time and date of which due notice will be given to the player's club.

4-8. Players dismissed from the field of play shall change into normal street clothes as quickly as possible and leave the ground, it shall be the responsibility of the Association Official (of its players) to see this is carried out. Failure to do so could see the Association fined.

4-9. Suspensions must be served in the next appropriate competition games in which the player was due to play in (i.e., the next Rep or Local Club games). The players local Association will be notified of the player's suspension.

4-10. At the Judiciary hearing the player will be entitled to have one representative of his club in attendance, with any witness to the events which caused the send-off. In the case of a junior player, he/she will be entitled to have a parent accompany him/her as well.

4-11 Any player not attending or not represented at the Judiciary hearing when requested to do so will automatically be suspended until he appears.

4-12. Any matches missed by a player awaiting determination by the Judiciary shall be taken into account when the matter is determined by the Disciplinary Committee. A bye is not a competition match.

4-13. Any player not appearing before the Disciplinary Committee when directed shall be suspended until he / she appears.

4-14. Only the referee/lineman's report shall be taken as evidence that a player has been sent from the field. This official report must be forwarded to the Southern NSW Football Rep Convenor within 3 days (see also (g) below)

4-15. A disciplinary Record shall be kept by the Branch Secretary and shall include minutes of any disciplinary meeting held.

4-16. All caution and send-offs shall be recorded by the referee on the back of the Match Sheet prior to the form being returned to the Match Official at the end of the Game.

4-17. Any player sent from the field shall not appear in any match (rep or local) until he/she has either served his/her sentence or has had an appeal upheld.

4-18 Cautions. (YELLOW CARDS)

Issued by Referees to players for minor infringements of the Laws of the Game as follows:

Code	Description
Y1	The player is guilty of unsporting conduct
Y2	The player shows dissent by action or word
Y3	The player persistently infringes the Laws of the Game
Y4	The player delays the restart of play
Y5	The player fails to respect the required distance when play is restarted with a corner kick, free kick or throw in
Y6	The player re-enters the field of play without the Referee's permission
Y7	The player deliberately leaves the field of play without the Referee's permission

a). Any player who receives three (3) official cautions during the competition, shall serve a one (1) match suspension. There shall be no appeal against the one (1) match suspension after receiving three (3) official cautions.

b). All players will start the new season free of any official cautions; however, any suspensions will carry over.

c). There shall be no appeal against a single yellow card (caution) unless a case of mistaken identity can be proved.

d). If a player receives two (2) Yellow Cards in a match, resulting in a R7 Red Card offence, then the two (2) Yellow Cards are to be expunged from the players record and neither Yellow Card will be considered when accumulating Yellow Cards.

e). There will be no temporary dismissal.

Section 5 Fines

a.	Withdrawal of Teams after Draw is issued	$250.00	
b.	Forfeit - As per Rule 3.7	$250.00	Plus costs
c.	Reimbursement for Fees (Forfeit)	$500.00	
d.	Appeal from a Disciplinary Decision or Mistaken Identity	$250.00	
e.	Protest / Dispute from Branch Championships	$250.00	
f.	No Jacketed Officials provided	At the discretion of the Board.	

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2026
SOUTHERN N.S.W. FOOTBALL

BRANCH CHAMPIONSHIP
REGULATIONS & RULES