



# **GOLD COAST OVER 35 SOCCER ASSOCIATION**

## **COMPETITION RULES**

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### **1.0 Rules**

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1.1 The Soccer Federation Rules shall apply except when superseded by any of the following rules.

1.2 The intent is for the competition rules to apply for a full 12 months.

1.3 All players participating in the Gold Coast Over 35 Soccer Association are required to sign an acknowledgement OR agree to Terms & Conditions upon electronic registration that they are individually and personally responsible for his/her provision of personal accident insurance to relieve the club of any responsibility whatsoever should the player become injured, unable to work or incapacitated while participating in activities organized by the Gold Coast Over 35's Soccer Association.

### **2.0 Team Composition**

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2.1 Each team can nominate 15 registered and financial players for any game. There is no limitation on the number of players registered for each team.

2.2 Players can freely change teams at the start of a season but need to be released from the team after playing the first game for that team. The player can play for the new team the week after the primary Team Leader has signed a release form. A player can only be released from the team if it has more than 11 players.

2.3 Players can be substituted at will. Any player can come on and off repeatedly with permission of the Referee but only when the ball is out of play.

2.4 Each team must nominate a Captain before the match begins.

2.5 All players must reach at least the age of 35 years in the year of competition.

In the Over 35's comp players must reach the age of 35 years in the year of the competition. Teams are allowed 2 players who are 32 in the current competition year.

In the Over 45's comp players must reach the age of 45 years in the year of the competition. Teams are allowed 2 players who are 42 in the current competition year.

In the Over 55's comp players must reach the age of 55 years in the year of the competition. Teams are allowed 2 players who are 53 in the current competition year.

2.6 A financial member of the club may register for a second or third team, be it another over 35 team, or an over 45 team. This is known as "Dual or Triple Registration".

The player must pay a second or third registration fee, but is not required to pay a second membership fee.

The playing year is split into two seasons.

Dual-signing is not allowed within the same Division without the permission of the Committee.

2.7 The fees to be reviewed for the new competition by subsequent Committees.

2.8 A dual registration player has to nominate his primary team. The Team Leader from the primary team can refuse to release the player if both teams play at the same time.

2.9 A non-member is a member who has never been a financial member of the Gold Coast Over 35's Soccer Association. This person is required to sign the acknowledgment/agree to electronic version of Terms & Conditions referred to in section 1.3 above before playing.

### **3.0 Forfeit and Default matches**

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You must have 8 registered players on the pitch for the game to be a full competition game.

If you do not have 8 but have at least 5 then the game becomes a DEFAULT game. In this situation you can arrange for any age appropriate "Book player" to play for you to make up your numbers.

In a DEFAULT game the actual score is recorded from the game and the points are as follows:

- Your team                      Win 2 points, draw 1 point, loss 0 points
- Your opposition              Win 3 points, draw 2 points, loss 2 points

At all times the committee's decision is final and any intentional abuse of the rules will see the game being classed as a forfeit.

If you cannot field 5 players then the match is a forfeit and a 3-0 loss is recorded plus an additional point penalty.

## **4.0 Officials**

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4.1 All officials should possess a good understanding of the rules.

4.2 A pool of Referee's and Assistant Referees will be compiled by the Referee Coordinator.

All referees must be officially registered with the Club before refereeing any games to be eligible for payment. Voluntary referees accepted by both teams will be unpaid.

4.3 Fees for the Referee's shall be borne by the Club.

4.4 Assistant Referees appointed by the referee coordinator will be paid at the rate agreed by the Committee.

4.5 The Registrar is deemed to be a paid official the same as a referee. Any abuse or disrespect toward the Registrar will be considered the same as abuse of a referee and the same penalties will apply.

## **5.0 Judiciary**

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5.1 Team Leaders are responsible for the conduct of their players and must withdraw any player who is unwilling to play in the intended spirit, fun and fellowship.

5.2 The Referee will have sole discretion as to disciplinary action against rough or ungentlemanly conduct on the field.

5.3 A sin-bin situation is to be implemented at the Referee's discretion. This is a five-minute period off the field shown as a Yellow card. No replacement is allowed.

5.4 Two yellow cards in a game will be considered the equivalent of a red card as in FIFA rules. A team may not replace a player who has been sent off for a red card offence.

5.5 If a player is given a red card (sent off) the player shall be suspended for the next 2 games that he is scheduled to play (e.g. 2 games for one team for a player who is only registered with 1 team or may be 1 game each for 2 teams if the player is dual registered depending on the draw). In all cases the player will miss the next 2 games they are scheduled to play and in addition will be ineligible to play as a "Book" player until the suspension is completed.

A forfeited game or games cancelled by rain are not to be counted as a missed game.

The judiciary committee can impose a longer suspension if the referee submits a report with the red card.

Suspensions commence from the following competition night. e.g. A player receives a red card in a 6.30 game but is due to play for another team with which he is registered at 7.30, he is free to play.

A player cannot be replaced during the game he received the red card.

Should a team play a suspended player it will forfeit the game.

5.6 Any player who has been sent off for the second time (red card) during any competition is automatically suspended for the remainder of that season i.e. (Summer/Winter/FACup).

Any suspended player has the right of appeal to the Judiciary Committee. A notice of intention to appeal must be given to the Secretary.

The Judiciary Committee must, within 1 month after the day of receipt call a meeting with the player to decide the appeal.

## **6.0 Offences**

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6.1 No slide tackles are permitted. No tackles from behind are permitted.

Goalkeepers are allowed to slide out but not feet first.

Referee will award a direct free kick or penalty if offence committed in the penalty area.

6.1.1 First Offence – 5 minutes off field for yellow card and off for rest of match for second yellow card as it is determined as a red card.

6.1.2 Second Offence – Send Off – Referee to note name on team sheet.

6.2 Aggressive play is not tolerated. Same penalty as above.

6.3 Dissent and foul language are not tolerated. Same penalty as above.

6.4 Any player(s) involved in fighting will be sent off immediately. (red card)

6.5 A player who is laying/sitting/kneeling on the ground is not permitted to play at the ball within the vicinity of opposing players. Referee will award in indirect free kick

6.6 To protect goalkeepers, any 50/50 challenge by an attacker on a goalkeeper is deemed to be a foul and a direct free kick awarded to the goalkeepers team.

For safety and in keeping within the spirit of the game players should be encouraged to pull out of any challenge with a goalkeeper which could result in injury.

6.7 Any team playing an incorrect “book player”, suspended, unregistered, underage or a non-financial player will forfeit the game.

6.8 A player incorrectly using the “book players” register will be suspended for two (2) weeks from the “book players” register and one (1) game for his own team. This includes a player playing for another team without using the “book players” register.

## **7.0 Venues**

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7.1 The Management Committee will determine details of the competitions regarding number of teams, length of games, point scores, trophies, etc. as the situation demands.

7.2 The Management Committee will issue draws of all competitions to each Team Leader who shall ensure that individual team members are aware of the draw. The Management Committee shall also post the draws on club noticeboards and website.

7.3 It shall be the responsibility of each player to check with his team’s nominated Representative as to changes of venues or date & times.

7.4 In case of both teams having the same colours: Away team changes – second team named.

## **8.0 Team Sheets/Book Players**

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8.1 Team Leaders must complete a team sheet immediately after the game. Names to be printed on the team sheet. Unused players crossed off and score recorded.

8.2 “Book” players are solely to assist teams to be able to have a full squad on the field.

8.3 Players who requested to be available in the “Book” register are players who are assisting the Club. The Club is not obligated to ensure the player has a full game.

8.4 “Book” players are expected to be available to assist the Club to be linesman (assistant referee) if needed. “Book” players will make themselves available as linesmen (assistant referee) until they are required on the field. Their replacement is the next player in the “Book”. Any “Book” player not prepared to assist the club will be removed from the “Book” register.

“Book” players continuing to refuse to assist the Club will not be accepted on the “Book” register.

8.5 If a team is short of players it must first use book players listed on the “book players” register, with first name on the register selected as first choice.

8.6 A team requesting a “book player” has the option to refuse a player if that player’s team is in a division more than one below the requesting team. e.g. A Div 1 team can refuse a registered Div 3 player.

An Over 35s team also has the option to refuse a player over the age of 45.

8.7 If the team does not accept the next suitable player, no others can be selected.

8.8 A Team Leader can pre-arrange a Goalkeeper and either the Team Leader or Goalkeeper must register his name with the Registrar on the team sheet BEFORE the game. Pre-arranged Goalkeepers do not need to register on the “Book”.

Goalkeepers must remain in goal and cannot play on the pitch.

8.9 Players taken from the book register must be given a minimum 30 minutes playing time on the field.

8.10 Any team not complying with 8.9 will forfeit the game.

8.11 Any player fielding for a team without using the above rules regards “book” players will automatically be suspended for two (2) weeks on the “book” register and one (1) game for his own team. A forfeited game or a postponed game is not counted as a missed game. The offending team will forfeit the game.

8.12 Teams can take a maximum of three (3) players from the “book” register without the match being deemed a DEFAULT. An injured “Book Player” can be replaced.

8.13 Players registering in the “Book” must identify if they are playing on the night for their own team, if so they will be advised that they are not eligible to play until all non-playing players are used. Players will be selected in the order of the “Book” register.

8.14 Team Leaders have the right to request verification as to the identity of any player on the opposition team sheet.

8.15 All players’ names that are expected to play in that game must be on the team sheet prior to kick-off, including those players expected to arrive late.

8.16 The “book” players and their regular team must be shown in brackets on the team sheet.

8.17 Teams who do not present fully filled in team sheets at the end of their game will be penalized one point; whether they win, lose or draw.

8.18 “Book” players have the option to decline playing for a higher division team without losing their place on the book register.

## **9.0 Casual Player Definition**

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A Casual player is a player who is registered to a team but for one of a number possible reasons does not think it is fair to pay the full registration fee They must be players who expect to play less than 50% of the scheduled games.

Reasons why a player might be termed a Casual are:

They work away or travel extensively and are available for less than 50% of the games.

They are returning from an injury and are unsure if they will be able to carry on playing or not.

The published schedule means that they have clashes and will only be able to play less than 50% of their primary teams' games.

Reasons that are not acceptable are:

A team is short 1 or 2 nights and wants to reinforce their team rather than take the risk of book players

A team wants to use a player short term

In order to make sure that these rules are not being abused and, therefore, making the competition fair the following is the registration process for Casual players.

If a player wishes to be a casual then he/she or the Team Leader must **write to the Committee ([committee@soccer-over35.com](mailto:committee@soccer-over35.com)) at least 24 hours before their first match** explaining why they should not have to pay the full registration fee. The committee will then approve or reject your application. If approved then the player will be added to the nominated team list and registered as a casual. If rejected then the player will have to pay the full registration fee to represent the nominated team. All Casual players must pay their \$10.00 match fee to the Registrar **BEFORE** each game or the game will be a forfeit.

Casual players will be monitored for the number of games played and if they exceed 50% they must pay the balance of the registration fee. The committee reserves the right to revoke a team's Casual players if the team is found guilty of abusing the Casual player system.

## **10.0 Guest Players**

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10.1 A guest player can be a non-member of our association or a non-financial member who has not signed up as a player in the previous season (half year).

10.2 A non-member of the association who is brought along by a team member (as a guest) to play (once) for that team (except non-local players). By definition (as a non-local player) this is an invitation only player who usually lives interstate or overseas and is visiting the inviting member.

10.3 A guest player can be a guest only twice and must pay a guest player fee of \$10.00 each time.

10.4 Guest players are not allowed to play in FA Cup matches.

### **11.0 New Players**

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11.1 A prospective new player of the association who is looking to join the Club and a team. Currently allowed 2 free games to assess their abilities and find an appropriate team. A new player must register with the Registrar before the game and sign the registration card acknowledging the club indemnity clauses.

11.2 New players are not allowed to play in FA Cup matches unless registered and financial prior to the game.

### **12.0 No Team Players**

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A full-fee paid member of the association who, (for whatever reason), has not been allocated a team in the current competition.

### **13.0 Pre-arranged Goalkeepers**

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A Team Leader can pre-arrange a Goalkeeper and either the Team Leader or Goalkeeper must register his name with the Registrar on the team sheet **BEFORE** the game.

A pre-arranged Goalkeeper does not need to be recorded 'on the Book'.

### **14.0 Order of Book Players**

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Therefore, by definition the following book order should apply:

**1<sup>st</sup>** No Team Player (as they are a full fee paid player that for whatever reason has not been allocated a team)

**2<sup>nd</sup>** New Player (as they are trying out for a team but not yet a paid up member)

**3<sup>rd</sup>** Book Player (as they are assisting the competition and receiving a free game for doing so)

**4<sup>th</sup>** Book Player who already has a game [scheduled or has played already] on that night

14.1 Guest and Casual players are by definition **NOT** book players as they are already nominated on the relevant team sheet.

14.2 There is no requirement to record guest and casual players in the book, as they are not book players and therefore not subject to rules of the book playing order.

14.3 Guests and Casuals are registered on the Book but under a total separate column for transparency, to explain if other Book players query why a Guest or Casual appears to have *'jumped the queue'*.

14.4 There is one other situation:

When a team is short of players as some of their Members are playing in other tournaments (Pan Pacs, Cairns, Bangkok etc) the Team Leader is able to pre-arrange temporary replacement players to avoid forfeit/default.

These pre-arranged players **MUST** be registered and entered on team sheet **BEFORE** the game.

## **15.0 Team Responsibilities**

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15.1 Any team joining the "Gold Coast Over 35's Soccer Association" may do so in the name of their club or any other name of their choosing but all the players must apply to become financial members of the Gold Coast Over 35's Soccer Association.

15.2 The Management Committee will issue draws of all competitions to each Team Leader who shall ensure that individual team members are aware of the draw. The Management Committee shall also post the draws on club noticeboards and website.

15.3 The first two teams playing are responsible for positioning the goal posts and corner flags.

15.4 The last two teams playing are responsible for repositioning the goal posts and collecting the corner flags. All equipment to be placed in green bins and put in storage room.

15.5 All team members are requested to look after their club's property.

## **16.0 Special Rulings**

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16.1 Any player who is banned by the Soccer Federation will **NOT** be eligible to play in Gold Coast Over 35's Soccer Association.

16.2 Only registered players (including registered Casuals) are eligible to play for their own team during the FA cup competition, no book, new members or guest players. The exception is goalkeepers.

FA Cup Final – teams can only use players who have played a minimum of three games for that team in the current year.

16.3 Any game cancelled by the Management Committee will be recorded as a scoreless draw with both teams awarded 2 points unless the game has been otherwise re-scheduled.

## **17.0 General**

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17.1 The year has been divided in two (2) seasons. The membership fee is paid yearly and the playing fees are paid per season. The first season (summer season) starts in the middle of February and finishes in July. The second season starts in July and finishes at the end of November. A pre-season competition has been organized in the past and fees are separate from the main seasonal fees.

17.2 Membership fees are set as under the constitution clause 7.

17.3 All players must wear shin pads. It is recommended for Goalkeepers to wear gloves. Spare sets are available from the Registrar.

17.4 All correspondence to the Gold Coast Over 35 Soccer Association shall be addressed to "The Secretary" at the specified postal address of the club or via email using CONTACT US on the website. All contact information will refer to the formal postal address of the club.

As at 16<sup>th</sup> February 2015 this information is:

### **Gold Coast Over 35s Soccer Association Inc**

P.O Box 280

Labrador

QLD 4215

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