Annexure A
BY-LAWS
OF

SUNSHINE COAST CHURCHES SOCCER ASSOCIATION

To be read and applied in conjunction with the Policies and Constitution of the Sunshine Coast Churches Soccer Association

By-laws adopted by Sunshine Coast Churches Soccer Association 5 February 2024

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SOCIAL MEDIA POLICY – available for download from SCCSA's website
SUSPENSIONS AND SANCTIONS POLICY – available for download from SCCSA's website.

FOREWARD

This Manual supersedes all previous versions of Annexure A, By-laws.

Annexure A, By-laws is a reference for all persons involved in the day-to-day management, administration, coaching, playing and officiating of all Soccer clubs affiliated with the Sunshine Coast Churches Soccer Association (SCCSA). This includes Management Committees, Club Volunteers, Team Coaches, Managers, Referees, First Aid Personnel, Players, Parents and Spectators.

The Council of Clubs of the SCCSA is the only body that can approve amendments to this document. The process is as follows:

- Any SCCSA club can propose an amendment, and the timing of this is such that a minimum notice of 14 days must be given to clubs prior to a Council of Clubs meeting,
- Amendments are approved by a motion at a Council of Clubs meeting.

All amendments will be issued under covering advice from SCCSA Administration staff.

The rules detailed in this document will be operative and enforced for all rulings and proceedings from the date of issue.

INTRODUCTION

The rules detailed within this Manual are to ensure the common interpretation and consistent application across all Soccer clubs affiliated with the Sunshine Coast Churches Soccer Association and provide the framework under which all Soccer is administered within the Sunshine Coast area.

The rules detailed in this Manual have been written in good faith; however, the SCCSA Executive Committee reserves the right to modify or override any rule that unintentionally hinders or favours any affiliated club, their officials, players and staff.

In the event of the Association waivering a breach of the rules by any SCCSA member on a particular occasion, this does not waive any subsequent default or breach of the same or any similar rule.

In the event of Executive or Administration staff inadvertently giving incorrect advice on any of the rules of the Association, this does not preclude subsequent withdrawal of that advice, and in no way establishes a precedent that the particular rule can be waivered.

DEFINITIONS AND INTERPRETATION

Where the term 'SCCSA' is used in the following Manual, the full Executive Committee of the Sunshine Coast Churches Soccer Association and their affiliated clubs is intended.

Where the term 'Executive' is used, the Office Bearers of the SCCSA (as defined by the Constitution of the Sunshine Coast Churches Soccer Association) is intended.

Where the term 'Nominee' is used, person or persons given specific roles within the Association by the SCCSA is intended.

In the interpretation of these Rules, unless the context otherwise requires:

- singular includes plural and vice versa,
- any gender includes the other gender,
- mentioning anything after 'include', includes' or 'including' does not limit what else may be included, and
- headings used for ease of reference are not to be interpreted as forming part of these Rules.

1. COMPETITION FORMAT

1.A Winter Competition

(i) The Winter Premiership competition shall be conducted over a given period to be set each season by the executive. The original competition draw shall be prepared so that each team plays every other team the same number of times throughout the premiership competition.

Grading is over 3 games thus reducing the normal 18 game season to 15 competitive games.

- 5 or 6 team divisions require 15 games to play each other 3 times.
- 7 or 8 team division – require 14 games to play each other 2 times. This will mean that the first round will not count for points.
- 9 or 10 team division – require 18 games to play each other 2 times. There will need to be 3 additional make-up games done to enable teams to play each other twice.

Non-graded divisions:

- 9 or 10 teams division – play each other twice over the 18-game season

In the case of a complete washout of fixtures refer to By-Law 6.E.

Where By-law 1A (x) and/or 1A (xii) is implemented following Round 5, the original competition draw shall remain in effect. No changes will be made to the draw other than replacing the relevant team's name(s) to reflect the regraded teams. Exception would be if a Bye is created within a division. In that event, the draw may need to be amended to ensure that byes are distributed as equally as possible amongst all teams in the division.

(ii) The age groups are based on year of birth, and shall be U6, U7, U8, U9, U10 (all Rooball teams), plus U11, U12, U13, U14, U15 and U16/17. Under 11 and upwards age groups are competitive competitions. Senior competitions include Open Men, Open Women, Over 35's and Over 45's.

(iii) Matches shall be played on such grounds and at such times as the Association may direct.

(iv) Other competitions may be held as required. Knockout competitions, for example Kevy Cup, may be organised where there are 16 teams or more involved. Refer to section 1D for Kevy Cup information

(v) The Executive has the discretion to postpone or abandon fixtures due to weather conditions, or health directives, and to defer any games in the Finals' series.

(vi) Departure from the set fixtures requires the permission of SCCSA Executive. Refer also to rule 6.G Alteration of Fixture Games.

(vii) Any combined age group competition will encompass only 2 (two) age groups, i.e. Under 13/14, or U14/15 etc. When age groups are combined, the competition will be played using the ball size and game time designated for the older age group.

(viii) Three (3) points for a win, one (1) point for a draw, zero (0) points for a loss, forfeit given and a bye. The score for a forfeit will be recorded as 3-0 against the team which forfeited.

(ix) The Junior Grading Committee in consultation with the Executive will decide how many teams and how many divisions will be in the competition. Junior grading rounds for junior grades will be conducted over the first three (3) weekends of the season. No competition points will be allocated for grading games, and Adermann and Fairplay points are not recorded as well.

(x) The Junior Grading Committee will convene:

- After each junior grading round for junior grades to review results, complete draw for the next grading round for junior grades and to complete the grading of junior teams, and
- After round five (5) to review the results and assess the merits of any club/Executive requests for regrading junior teams prior to the continuance of the premiership competition.
- The number of grading rounds are not specified for seniors' teams. Initially all teams are placed in one division, and grading is completed by monitoring scores from round one. When it is clear which division teams belong in, the split into Divisions 1 and 2 will be made - this may occur after any Round but must be completed by Round seven (7). The results of games played before teams split into Division 1 and Division 2 do not count for the premiership.

(xi) Should there be twelve (12) or more teams in the competitive age group then the competition is to be split into two or more divisions.

(xii) A club's request for one of their teams to be considered for regrading must be completed in writing, addressed to SCCSA Admin and:

- For junior teams, be received no later than five (5) days prior to round six(6), and
- For senior teams, be received no later than five (5) days prior to the third round following grading.

(Xiii) The Championship competition shall be conducted between the four (4) top teams in each competitive division at the end of the Premiership competition.

- The minor Semi Final shall be between the third and fourth teams on the ladder. The team that loses the minor semi-final drops out of contention.
- The major Semi Final shall be between the first and second teams on the ladder. The winner to go into the Grand Final, and the team that loses is to play against the winner of the minor Semi Final, called the Preliminary Final.
- The winner of the Preliminary Final will then contest the Grand Final, while the team that loses drops out. Refer to section 7 for more rules on the Finals' series.

(xv) Game Times

U6 / U7 / U8	20 mins each way	-	5 mins half time	-	Ball size 3
U9 / U10	25 mins each way	-	5 mins half time	-	Ball size 4
U11 / U12	25 mins each way	-	5 mins half time	-	Ball size 4
U13	30 mins each way	-	5 mins half time	-	Ball size 4
U14	30 mins each way	-	5 mins half time	-	Ball size 5

U15	35 mins each way	-	5 mins half time	-	Ball size 5
U16/U17	40 mins each way	-	5 mins half time	-	Ball size 5
Senior Men	45 mins each way	-	10 mins half time	-	Ball size 5
Senior Women	45 mins each way	-	10 mins half time	-	Ball size 5
Over 35 Men	45 mins each way	-	10 mins half time	-	Ball size 5
Over 45 Men	45 mins each way	-	10 mins half time	-	Ball size 5

When age groups are combined, the competition will be played using the ball size and game time designated for the older age group.

Extra time if required in finals:

- U11 and U12 – 10 minutes each way
- U13 and up – 15 minutes each way

Rooball Carnivals

(ii) (a) Clubs wishing to host a Preseason Rooball Carnival can nominate using Form D - Field Availability, or End of season carnival using Form E – Finals at a time advised in the pre-season by SCCSA. Carnival venues will be determined at a Council of Clubs meeting.

(b) Attendance by all Rooball teams at pre-season and end-of season Carnivals is compulsory.

(c) Cost per player to be determined in the pre-season and included into registration fees.

(d) Each player shall receive a Participation award – no trophies are awarded.

(e) No Winners are declared and no records are kept of the results.

1.B Intra Club Games (including representative games)

(i) Advice of games outside of the SCCSA-organised competition (pre-season and others), and games organized by representative teams for training must be provided to SCCSA Administration prior to commencement of the game.

1.C Six a Side *(Refer to Appendix 3 "Summer Competition Rules")*

(i) The SCCSA shall stage a six–a–side summer competition for players. This competition is a means to maintain fitness over the summer months and should be played & refereed with fun in mind at all times.

(ii) All players must be registered with SCCSA, through the six-a-side online registration portal and pay the scheduled registration fee.

1.D Kevy Cup Side (Refer to Appendix 4 "Kevy Cup Rules")

(i) The SCCSA shall stage a knockout competition for players. As a knockout competition, the number of teams required is minimum of sixteen (16).

ii) All players must be registered with SCCSA, through the online registration portal, and pay the scheduled registration fee.

1.E O45 Competition

(i) In the O45 competition, all players turning 45 by December 31st of the same year will be eligible to register and play in the O45 competition. Teams. i.e. you can be 44 turning 45 throughout the season

(ii) A team can have 2 (two) underage players registered in the over 45 team. These players must be over 35yo. These players must also apply for dispensation as per the standard dispensation process to ensure fair play.

(iii) Age Eligible players playing in a Senior Men or Over 35s may be borrowed up to 6 x O45 games from the same club, so long as the total number of players available for that game doesn't exceed 14 players.

(iv) If borrowing a player means you will have more than 14 players available for that game, you may not borrow that player, however a goalkeeper can be borrowed regardless of numbers so long as they don't play any other position within that game due to being a specialised position.

(v) A player registered in an Over 45s team (and aged over 45yo) may play an unlimited amount of games in a higher division, for their club, providing it doesn't contravene By Law 7. (iii)

2. COMPETITION

2.A Team Eligibility

(i) Only SCCSA affiliated club teams may compete in SCCSA Fixtures & Tournaments. Clubs should refer to SCCSA document "SCCSA Meeting Dates" for information on when team nominations are due. This document is formulated and approved by the Association in October each year, after the AGM.

(ii) Team names shall take the form of club name first, followed by individual identifying name (Lions, Chiefs, Blades, Stingrays, Gold, Blue, White etc.).

(iii) Team names must not be offensive.

(iv) Teams may not use names that conflict with other SCCSA club names.

e.g. Eagles - (Noosa)
Warriors - (Palmwoods)
Wildcats - (Nambour)

2.B Payment of team fees

(i) SCCSA will invoice clubs their outstanding players' registrations throughout the year from the details provided on the "Teams' section of the online registration database.

2.C Team Strip

(i) Each club's original strip must be approved by the SCCSA. Refer to rule 2.D for alterations to team strip.

(ii) Advertising consistent with SCCSA values is permissible on soccer strips with prior approval from the Executive.

(iii) Each player in any SCCSA controlled game competitive age group shall wear a unique number not less than 10cm high displayed on their strip.

(iv) All players shall wear full team strip, i.e., correct coloured shirt, shorts & socks.

(v) If team strips are too similar for a game, the **AWAY** team shall wear alternative colours or bibs. The team listed second in the advertised fixture is considered the away team.

(vi) Numbered bibs shall be provided at each home venue by the host club – to be kept at the canteen.

(vii) Compression garments known as skins may be worn, but the only colour allowed is black.

(viii) Tape or any material applied or worn externally to team socks must either be the same colour as that part of the sock it is applied to or the colour black, providing that all players in the team use tape of same colour.

2.D Alterations to Strip

(i) Clubs proposing alterations to Club strip should apply in writing to the SCCSA for approval with colour and drawing examples.

This information is then to be circulated giving all Clubs 7 days' notice prior to presentation to Council of Clubs Meeting of their NOTICE OF INTENTION TO CHANGE and their right to object at that Meeting.

2.E Online Team Sheets

(i) Team sheets are to be correctly completed by the team coach or manager before

the game time commencement.

Interchange player allowance

- In Under 6 to Under 8, in addition to the run-on team, three (3) interchange players are allowed,
- In Under 9 to U16/17, five (5) interchange players are allowed,
- In senior teams, in line with IFAB rules, up to 6 interchange players are allowed.

(i) Players who arrive late should be added to the online team sheet before they enter the field of play.

(ii) After the game, Team Managers of each team are required to check that the Referee has completed the game score correctly. The online team sheet button "Coach/Manager Feedback" can be used to question the game score, if necessary.

(iii) Each competitive team coach or manager is to provide to a Match Official after the game their team's vote

- Adermann Award for junior teams, and
- Player of the Year for senior teams.

Referees will provide Fair play points on the team sheets for age group Under 9 and older, and Referee's Best and Fairest player.

(iv) In the event of team coach, manager or nominated person being unable to access the online team sheet on game day, and therefore unable to enter the team player names, they are required to record their team in the Team Sheet book provided, and advise their team list by email to the SCCSA Match Controller by 8.00am the Monday following game day.

(v) In the event of team sheets not supplied to SCCSA Match Controller, SCCSA Administration staff will request the team sheet directly by email to the coach and manager of the team, with a cc in the email to the Club Secretary and Registrar. If the missing team sheet is not provided, the next step will be a fine of $20 (for each missing team sheet). Additionally, when a team reaches 3 occasions of a team sheet being found missing, then the fine of $20 for each missing team sheet will apply automatically, with no warning. Refer to Section 12, Fines, Bonds and Penalties.

2.F Forfeits

(i) Juniors: Three (3) match points and three (3) goals shall be allocated against the team that forfeited.

Seniors: (a) When a forfeit is offered to an opposing team, that team shall accept the forfeit. This game will not be re-scheduled. A team (minimum seven players) that has not presented itself within 15 minutes of the scheduled kick off time will be deemed to have forfeited that game.

(b) The teams can elect to play a friendly match. If this occurs the score will be recorded as a 5-0 win to the team that did not forfeit and both teams will be responsible for their respective match fees.

(c) If a friendly match is not possible, the team that did not forfeit will be awarded a 10-0 win.

(d) If the forfeiting team offers a friendly match and the other team pull out, the score will be recorded as a 3-0 win to the team that did not forfeit.

(e)If the forfeiting team notifies the SCCSA administration by 12 noon on the day of the scheduled kick off, no match fees will be charged. If this deadline is not met, the forfeiting team will be responsible for the match fees of both teams.

(ii) The deadline for notification of a forfeit by a team:

- 5pm the day preceding the match for juniors, and
- 12noon on the day of the match for seniors.

Clubs notify SCCSA Match Controller, who then notify the opposition team, hosting club and SCCSA Referees. If the deadline is not met, the club forfeiting will be charged the Referee fee for both teams.

(iii) A late forfeit will be recorded when a team has not presented the minimum requirement of seven (7) players within 15 minutes after the scheduled kick-off time. In the event of a late forfeit of a junior game, the teams may play a friendly game, where players may be shared between the two teams. In this instance the result is recorded as a forfeit, the forfeiting team is not liable for the Referee fee for the opposing team.

(iv) When a team receives a forfeit against them, team staff are required to enter the team list of the players who played that game, so that the forfeited game will be counted for eligibility to play in a final's series (refer also by-law 7 (iii)).

3. REGISTRATION OF PLAYERS

3.A Registrations

(i) Ages: for the current season, junior team ages shall be determined by player birth age between 1st July of the preceding year to 31st December of the current year. A player must be 5 years of age in that year before they can participate.
For senior teams, the age of a player shall be determined by player birth age between 1st January and 31st December of the current year. There is no upper age limit – the minimum age for senior competitions is"

- Males – 16 years
- Females – 14 years
- Over 35's – 36 years, and
- Over 45's- 46 years ***(See also By-Law 1E – O45 Competition)***

(ii) All players must be registered with a SCCSA affiliated club in order to play in SCCSA Tournaments & Fixtures and friendly matches, players aged 18 and over need to upload photo ID as part of the registration process.

(iii) Only players who are female sex assigned at birth are eligible to compete in all female competitions from age 12 and above. Clubs may request an exemption from the SCCSA Executive, and any application must include:

- Evidence the player does not pose a safety risk to themselves or others
- Letters of support from teammates and/or opposition players and/or club committees
- A document listing general medical details of the player by a medical professional including weight and height
- Any additional information requested by the SCCSA Executive

If an exemption is approved, the SCCSA Executive may apply specific conditions as part of that approval.

(iv) A player is registered with the relevant SCCSA club once registration has been completed online and their club registration fee has been paid. Therefore, a player not registered and paid in full is considered unregistered.

(v) Each player in a competitive age group is to be allocated a jersey number which remains the same for the entire season wherever possible.

(vi) If an unregistered player takes part in a fixture game for a competitive team, the result of the game will be recorded as a forfeit against the team that fields the unregistered player. At the discretion of SCCSA Executive, fines may apply also – refer Section 12 Fines, Bonds and Penalties.

(vii) Players must be registered as a junior to be eligible to play in the junior competition. To clarify – a player allocated only to a Senior team may not participate in the junior competition.

(viii) SCCSA may refuse, reject or cancel any player registration.

(ix) SCCSA fees are non-refundable and are determined in the pre-season by SCCSA Executive. Refer also to Refund Policy.

(x) Clubs shall not actively grade or recruit players for the purpose of loading teams. If a club is suspected of doing so, SCCSA will require the Club Committee to provide an explanation. SCCSA may apply a penalty as they see fit.

(xi) Clubs shall not actively entice or poach players from other SCCSA clubs. SCCSA will

investigate any reports of activity of this nature and apply an appropriate penalty as they see fit.

Definition of 'poaching'

For the purpose of this rule, poaching is defined as a direct approach to a player, by a coach or any official or person associated with a club, to entice that player to move from the club they are registered with to the club represented by the person making the approach.

Definition of 'enticement'

Enticement is anything offered to a player as incentive to change clubs, and that may include, but is not limited to, a promise of better playing conditions, free apparel, payment or promise of payment.

Notwithstanding these definitions, it is the actual approach to the player that constitutes a breach of the Rule.

3.B Player Restrictions

(i) Junior players cannot play up more than two age divisions without prior written permission from SCCSA.

This note is to clarify where considering this rule in terms of junior combined age groups – a 14-year-old player is allowed to play up in Under 16/17 division, because the wording states "age division" and not "age".

Application to play up 3 age divisions must be made on Form B Application for Player Dispensation, and submitted for **full approval** by SCCSA, before the player is allowed to play in the requested age group. If a player participates in a game 3 age divisions above their own age without prior approval from SCCSA, the result of the game will be recorded as a forfeit against the team that fields the ineligible player. At the discretion of SCCSA Executive, fines may apply also – refer Section 12, Fines, Bonds and Penalties.

(ii) A player must be turning 9 or older in the current year to play in competitive age groups unless they have successfully obtained permission to enable them to play up three age groups in the previous season, then by-law 3.B (i) applies.

(iii) Registered lower division junior players may play in higher division competitions in the same age, but NOT vice versa after round 3 (grading rounds). If a junior higher division player participates in a game in a lower division of the same age, the result of the game will be recorded as a forfeit against the team that fields the ineligible player. At the discretion of SCCSA Executive, fines may apply also – refer Section 12, Fines, Bonds and Penalties.

(iv) The age of a player shall be determined as at midnight of 31st December of preceding year. There is no upper age limit, the minimum age for Seniors competitions are;

Males:15 years
Females:13years
Over 35s: 35 years
Over 45s:45 years *

see also By-Law 1.E - O45 Competition

Please note the following (a) to (f) refers to Senior competition.

(a) Players may play in a higher division for the same club. Players may not play in another team in their own division. Divisions are ranked in order of;

Highest:	1st Division
	2nd Division
	Over 35s 1st Division
	Over 35s 2nd Division
Lowest:	Over 45s Division

(b) Special dispensation may be sought for junior players wishing to play in Senior Men's or Women's and will be considered by the SCCSA committee on a case-by-case basis.

(c) A player registered in a Senior Men's or Women's team that plays six games in a higher division must remain in that team for the remainder of the season.

(d) A player registered in a Juniors or Over 35s team may play up an unlimited number of games providing this does not contravene By-Law 1.B (vii).

(e) A player must play a minimum of four games to be eligible to play for that team in the Championship competition or the Cup Final. Byes or games in which a player is formally suspended are not included in these four games. Forfeits or abandoned games are included in these four games.

(f) A player may only play in one team for the Seniors SCCSA Championship (Finals) competition. (*Exception is: registered junior players can play in both Junior and Senior Final competition. Refer to subsection (vi below))*

(g) If borrowing a player means you will have more than 14 players available for that game, you may not borrow that player, however a Goalkeeper can be borrowed regardless of numbers so long as they don't play any other position within that game due to being a specialised position.

(h) Age-eligible Senior players may play up to 6 x O35's or O45's games for their club so long as the total players available for that game doesn't exceed 14 players.

(v) A Player who participates as a fill-in player in six (6) games in a higher division will then be considered to belong to that higher division team. This includes Under 9 and Under 10 registered players playing in the competitive age divisions. However, players

registered to a junior team playing up in a seniors' team may play up an unlimited number of times.

(vi) A junior player may only play in the Finals Series in **one** junior team. Refer to Section 7 (Finals Series) for more information. However, a junior player may play in a junior finals team and a senior finals team.

(vii) Junior female players are allowed to play down one age division, without having to apply for Age Dispensation.

(viii) Where a club has two or more junior teams in a division which requires grading, players are only permitted to play in one of those teams after round 3 (grading rounds). If a player participates in games for a team not their own, and within the same division, the result of the game will be recorded as a forfeit against the team that fields the ineligible player.

Where a club has two or more junior teams in a competitive division which does not require grading, players are only permitted to play in one team for the whole season. If a player participates in games for more than one team in their same division, the result of the game will be recorded as a forfeit against the team that fields the ineligible player.

At the discretion of SCCSA Executive, fines may apply also – refer Section 12, Fines, Bonds and Penalties.

(ix) If a player is registered in an older age group for junior competitions, they cannot play down or be borrowed by their correct age group. This includes players who have received dispensation to play down two ages. If a player participates in an incorrect aged team in a competitive age group for junior competitions, the result of the game will be recorded as a forfeit against the team that fields the ineligible player. At the discretion of SCCSA Executive, fines may apply also – refer Section 12, Fines, Bonds and Penalties.

(x) If an over age player participates in a game in a lower age group, the result of the game will be recorded as a forfeit against the team that fields the over age player. At the discretion of SCCSA Executive, fines may apply also – refer Section 12, Fines Bonds and Penalties.

Age Dispensations for Junior Players

(xi) The application is submitted in the first instance to SCCSA Administration, who will then forward the application on to the SCCSA Director of Coaching/SCCSA Executive. The deadline for receipt of applications for a player wanting approval before a Saturday game is noon on the Thursday preceding the game. Any club lodging an application after that time will be advised that the dispensation request cannot be considered before the upcoming game.

(xii) Up to three (3) Dispensation Assessment nights will be scheduled in the pre-season, for the SCCSA Director of Coaching/SCCSA Executive to assess applications. Players are required to complete the dispensation request form and lodge with SCCSA Administration to notify that they require assessment prior to the Dispensation Assessment date and bring a copy of the form with them to the assessment session. Any player who attends the Assessment session without prior advice will not be assessed. Late applications which require the SCCSA Director of Coaching/SCCSA

Executive to visit the club to conduct dispensation assessment will incur a fee of $100.

(xiii) With the exception of automatic dispensations - junior females playing down one age, or the limited allowances in rule 3.B (xvi), applications for Age Dispensation (to play down one age group) require completion of form B – Application for Player Dispensation, **and full approval** by SCCSA before the player is allowed to play in the requested age group. Applications submitted on any game day, and verbal requests will not be considered by the SCCSA Director of Coaching/SCCSA Executive. Refer also, to SCCSA's Age Dispensation Policy.

(xiv) Age Dispensation approvals (or copies) must be available for scrutiny, if requested, by the Referee on game day.

(XV) Current Junior representative players excluding junior females, U16, U17 and U18 Rep Players cannot play an SCCSA fixture an age lower than their representative age team unless dispensation has been granted, or unless the executive determines an exceptional circumstance.
If a current representative player participates in a lower age SCCSA fixture game in a competitive age group, the result of the game will be recorded as a forfeit against the team that fields the ineligible player. At the discretion of SCCSA Executive, fines may apply also – refer Section 12, Fines Bonds and Penalties.

If a current representative player plays up as a 'fill-in" player in a team resulting in the number of representative players in that team to be over the limit of five (5), taking into consideration rule 3 C ("home-grown" rule), the result of the game will be recorded as a forfeit against the team that fields the ineligible player, and a fine of $20 will apply – refer Section 12, Fines, Bonds and Penalties.

(xvi) The number of players in a junior team, whose date of birth is in the second half of the year preceding the current year, is to be limited to the following:

a. U6 – U8: 2 players

b. U9 – U10: 3 players

c. U11 – U17: 4 players

Clubs are responsible for checking the above limits and organising applications for dispensation to play down one age group when numbers of these 'second half of the year'players exceed the above limits.

3.C Junior Representative Players in a club team

(DEFINITION: A representative player is a player who is selected into a representative team to represent the SCCSA. This does not apply to development squads (also known as Academy squads).

Only (5) five representative players are allowed in a club team unless all representative players have played for that **Club** for the last 3 years and/or relocated to the area or have not been registered in a SCCSA club in the preceding two (2) years. This rule can be reviewed by the SCCSA Executive should a club not be able to fulfil these criteria, but this does not mean that clubs should accept transfers in by representative players, then apply for exemption to this rule – clubs are responsible for checking the limit of representative players per team **before** accepting any registration of a representative player.

Additionally, clubs must monitor teams which have representative players, in terms of

making sure that "fill-in" players for games do not make the team exceed the limit of 5 representative players. Fines apply – refer to Section 12, Fines, Bonds and Penalties. When grading games have been completed, a late addition to a representative team is excluded from the count of 5 representative players.

To support player retention and maintain fair competition in older age groups, the following exemption applies – In U16 and U17 age groups, Clubs may register more than five (5) Representative Players in a team where required to field a viable and competitive team, subject to the conditions below.

Eligibility conditions

This exemption may be applied only where:

1. The Club can demonstrate reduced player numbers due to normal attrition in older age groups (e.g players leaving the sport, injury, work or study commitments), and
2. The additional Representative Players are not recruited for competitive advantage, but to ensure:
    - Team viability
    - Safe participation
    - A fair and balanced compeition

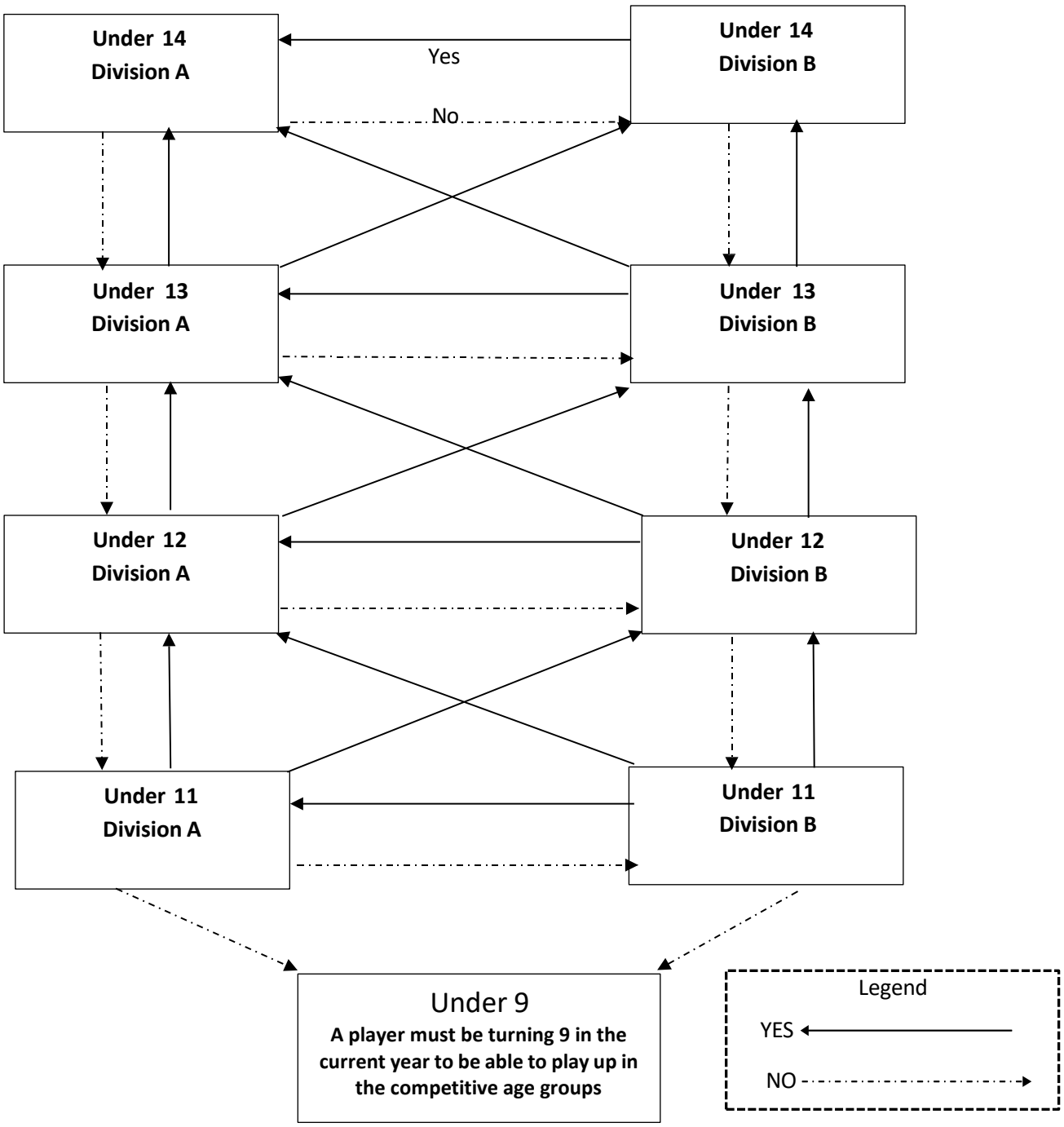
Safeguards and Oversight

- Any team exceeding five (5) Representative Players under this exemption must be approved by the SCCSA Executive.
- Approval will consider:
    1. Total registered player numbers in the age group
    2. Competitive balance within the division
    3. Impact on other Clubs
- This exemption must not be used to actively recruit or stack teams with Representative Players.

3.D General Restrictions

Portability between junior age groups

Refer Section 3.B



3.E Transfers

(I) Transfers may be granted by the Secretary/Registrar of an SCCSA club upon receipt of an application in writing on form C – Player Transfer, and proper enquiry being made.

(ii) SCCSA Executive has the discretion to rule on any dispute involving player transfers.

(iii) A player who requests a transfer must be a financial member of their former club.

4. FACILITIES

4.A Venues

(i) The club shall ensure that the venue nominated to host a competition match is presented in an appropriate manner

(ii) Each venue **shall aim to provide** as a minimum standard the following amenities and services:

- Lockable match official' dressing room. These rooms shall have a toilet and shower facilities that meet acceptable Australian Health Standards,
- Toilet facilities for public use,
- Canteen facilities and,
- Ambulance access to the area immediately adjacent to the playing field.

The host club should have available reasonable quantities of ice, water and a First aid Kit.

4.B Lighting Standards

(i) Lighting standards shall be required for training, and competition matches to Australian Standards AS 2560 Part 2.3.

5. HOST CLUB GAME DAY RESPONSIBILITIES

5.A Grounds

(i) Clubs will notify SCCSA of the availability of venue by Form D - Field Availability, at the beginning of the year.

(ii) The field for competitive games must be marked in accordance with FIFA rulings, with a technical interchange area, complete with corner flags of not less than 1.5m in height and having a non- pointed top, nets in place and secured full length.

(iii) Benches for coach, manager and up to five (5) reserves for each team must be provided either side of centre line for competitive games.

(iv) A barrier or line to indicate that no person should be inside that line must be in place at a distance of two (2) metres from the touch line and parallel to it.

(v) No person is allowed behind the goal line. Host club's Grounds' Official must enforce this rule.

(vi) It is desirable that an official of the home team call the two (2) teams together for prayer prior to the Referee's whistle.

(vii) The match ball shall be given to the Referee prior to the commencement of each game.

5.B Field and Goal Sizes

(i) Field Sizes

As per FIFA guidelines – click here for Laws of the Game.

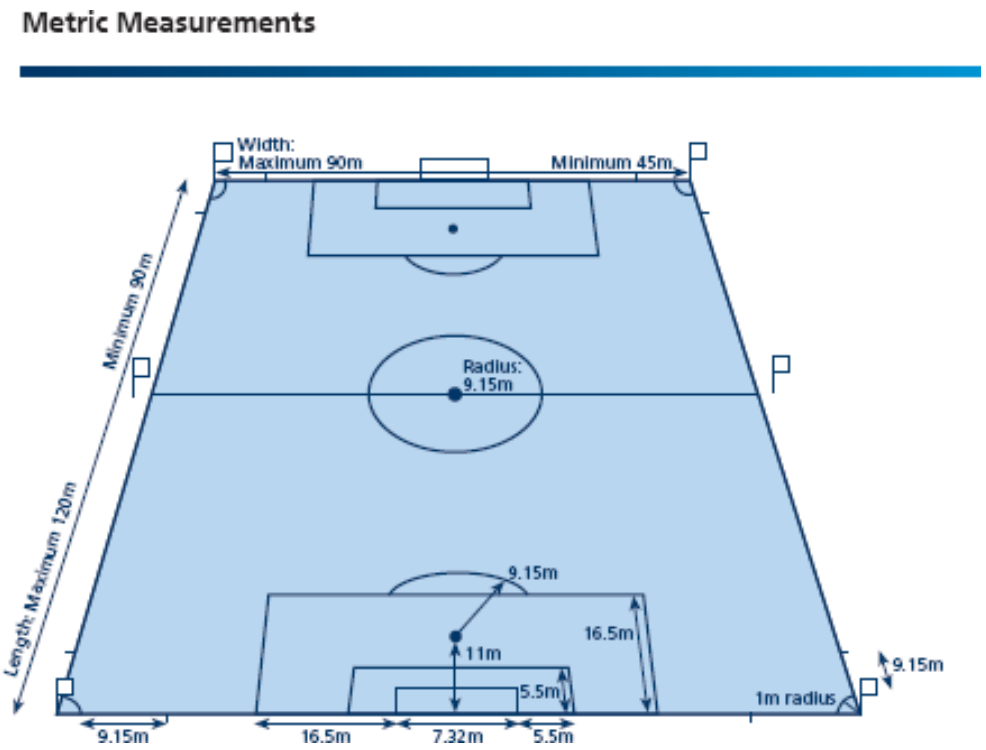
	MAXIMUM	MINIMUM
11's up	120 x 90	90 x 45
9 -10	70 x 50	60 x 45
6-7-8	50 x 35	40 x 25

(ii) Goal Sizes

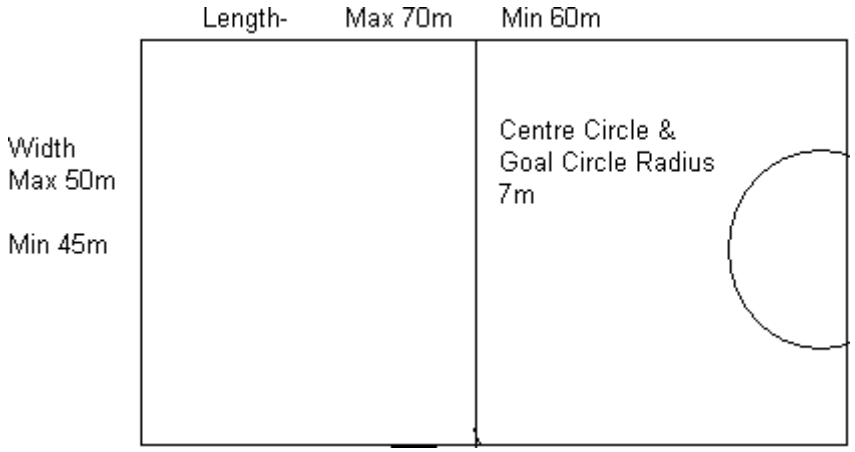
click here for Rooball Laws U9 & 10, and here for Rooball Laws U6 to U8

	MAXIMUM	MINIMUM
Under 6,7 & 8 goals:	5m X 2m (internal) 6m Radius semi-circle	3m X 2m (internal)
Under 9 & 10 goals :	6m X 2m (internal) 7m Radius semi-circle	5m X 2m (internal)
Under 11 up:	7.32m X 2.44m (internal)	

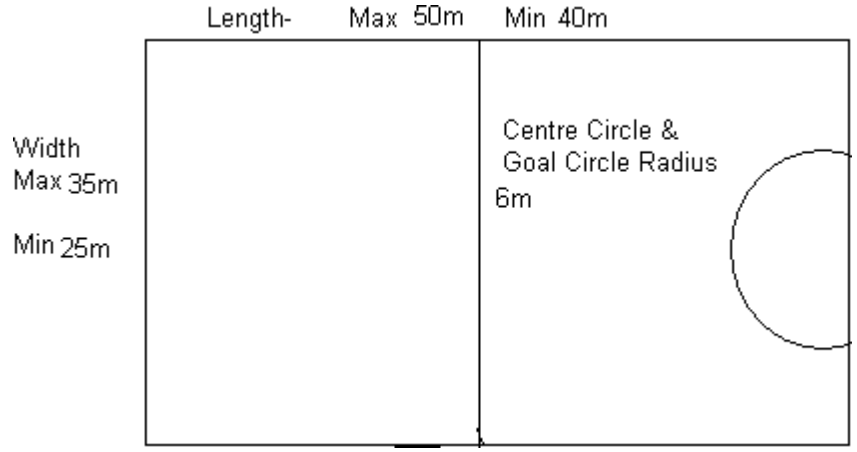
Full Size Field



U9 –U10 Field



U6 – U8 Field



6. GAME PROCEDURES

6.A Team Officials

(i) Clubs are responsible for entering names and contact details of team coaches and managers onto the registration database. This information is required before the commencement of winter fixtures. Coaches and managers must be clearly identifiable at all games.

(ii) The minimum age for a coach or manager of a club team is fourteen (14). Additionally, the team that they coach or administer should be at least two (2) years below their own age.

(iii) Clubs are responsible for entering player names into teams on the registration database before the commencement of the grading fixtures for the winter season. Players who have played a game for a team, and who decide to discontinue playing for the club, are not allowed to be removed from the team. It is necessary that they remain allocated to the team that they played for to maintain accuracy of their player record for future years.

(iv) Coaches and managers of competitive age groups are to remain in the technical area while the game is in progress.

(v) As per Rooball rules:

- Under 9 & 10 coaches are permitted on the field in their team's defensive half, away from the goal area with the permission of the Referee, and
- Under 6, 7 & 8 coaches are permitted on the field throughout the game, away from the goal area.

(vi) Coaches and Managers shall not act as linesmen while their team is on the field of play unless requested and agreed to by the Referee.

(vii) Clubs are encouraged to have their coaches obtain the appropriate coaching levels for the age group they are coaching.

(viii) Under no circumstances shall any person, apart from the Referee and players, enter the field of play unless called upon by the Referee.

6.B Home Grounds' Official

The Home Grounds' Official is responsible for ensuring home match day operations are conducted smoothly throughout scheduled games. They must:

- be clearly identified by the wearing of the SCCSA-provided vest,
- assist the Referees in any way or manner, as requested by the Referee. Referees may delay game commencement if a Ground's Official is not present.
- be actively engaged in controlling the field and surrounds (no spectators too close to the fields, spectators away from behind the goal line etc.),
- facilitate First Aid, and assist First Aid personnel when required,
- oversee access required by Ambulance when required,
- assist in crowd control in regard to alcohol consumption, cigarette smoking and vaping, plus the SCCSA rules regarding no dogs, and
- handle queries and complaints, referring necessary matters to the Club Committee.
- For senior games, the Grounds Official will be appointed by the club which owns the venue. SCCSA will enter into an agreement with each club that hosts senior games, detailing the requirements of the Grounds Official, and the amount of payment that will

be made for this service.

6.C Injuries and Insurance

(i) Only the Manager, Coach or suitably qualified medical person is allowed on the field to attend to an injury, after being called on by the Referee. Assessment of injury should take place before the player is moved from the field.

(ii) Any person who is injured during a SCCSA-sanctioned activity must notify the appropriate club official as soon as practicable.

(iii) An Incident Report should be completed within 7 days by a team official and forwarded to SCCSA Administration.

(iv) Should the injury be the subject of an Insurance Claim, the person must fill in a Claim form, which the club then forward to SCCSA Administration.

(v) When play is halted due to an injury, the Grounds Official may accompany qualified First Aid Personnel onto the field in order to make an enquiry with the Referee/qualified medical person as to whether the game needs to be moved to an alternate field.

6.D Referees

(i) Referees shall be appointed by the Sunshine Coast Churches Soccer Referees Association to control all under 9 games and older.

(ii) Coaches, managers or another responsible adult person shall Referee under 6, 7 and 8 games. Refer to Appendix 1 Rooball Laws.

(iii) If no official Referee is available, or in the event of the non-arrival of the appointed official Referee, any person can control the game providing both coaches or their representatives agree.

(iv) Referees will not be paid if not in uniform, and if they have not completed the online team sheet in full, including team best and fairest and Fair play points.

(v) Referees appointed to games by Sunshine Coast Referees Association have complete authority over the game they are appointed to, including before, during and after the game. Click here for Laws of the Game.

Fees and payment

(vi) Referee fees during the season (excluding finals) are to be paid by SCCSA clubs.

(vii) Semi, Preliminary, and Grand Finals, Referees' fees are to be paid to the Referee's Association by SCCSA.

(viii) Amendments to Referee payment amounts are advised annually by the Sunshine Coast Referees Association.

(ix) Referee fees for Carnivals will be ratified at a Council of Clubs meeting.

(x) All Referee fees will be paid by each club within 14 days of receiving their invoice.

(xi) A $75 fine will be imposed on any club that doesn't strictly adhere to this agreement.

6.E Cancellation of Games

(i) Should a Home Grounds' Official, after inspecting the ground, deem conditions unfit for play, they must ring the Sunshine Coast Churches Soccer Association **Match Controller** and inform them before 7.00 am on game day for junior games, and 5.00pm on game day for senior games.

This action will then leave the SCCSA Match Controller with three options:

(a) If only one (1) ground-hosting club advises that their grounds can be played on, then there will be cancellation across the board of all matches.

(b) If two (2) or more ground hosting clubs advise that their grounds can be played on, then the competition will continue with the competitive age groups that are not able to play, having their games rescheduled to a time and venue to be advised by the SCCSA Match Controller.

(c) When ground hosting clubs advise that their grounds are unable to be played on, those games scheduled to be played at these grounds can be rescheduled by the SCCSA Match Controller to an alternative venue that is still playable on that same day. The decision to reschedule games to an alternative field must be made no later than 6.30pm on the Thursday prior to play (earlier if possible).

(ii) In the event of wet weather cancellation across the board **no points will be awarded to any team at all.**

(iii) If games cancelled due to wet weather cannot be rescheduled so that a full round of games is completed, **no points will be awarded for any game at all.** This means that the games that were completed in the partial round will have the points removed.

(iv) Any changes, either transfer or cancellation, will be conveyed to the SCCSA Website, social media, the Referee's Association, and any other media, as early as possible by the Match Controller.

(v) In all other cases, only the Referee has the right to cancel the game, except where a school ground is used. The school authority may make the decision that the grounds are not available for use.

6.F Postponed Games

(i) Postponed games are to be rescheduled by the SCCSA Match Controller.

(ii) Abandoned games will not be rescheduled once 75% or more of the game has been played, and the score at the point where the game was abandoned will stand.

6.G Alteration of Fixture Games

(i) Clubs may apply to have fixture games changed and must do so in writing two (2) weeks in advance, stating the reason for the request. The SCCSA Executive has the discretion to approve or decline this request.

6.H Walk Offs

Offending team and/or offending official/s will be liable to disciplinary action as deemed by the Executive who will determine the outcome of the match and any sanctions or fines to apply to the offending team or team official.

These sanctions include, but may not be limited to:

- Deduction of competition points,
- Disciplinary action on individuals, and
- Application of fines, including payment of opposition's match fees by the offending party

7. FINALS SERIES

(i) The placing in the points table shall be determined by points. However, if there are tied points, placing will be determined by goal difference, goals for, then head-to-head.

(ii) Should there only be eight (8) or more teams in a competitive age group and there is no "A" and "B' divisions, then SCCSA will stage a "Plate Competition".

It shall be conducted between teams 5 to 8 in each competitive division at the end of the Premiership competition. The minor Semi Final shall be between the 7th and 8th teams on the ladder. The loser is to vacate the competition. The major Semi Final shall be between the 5th and 6th teams on the ladder.

The winner to go into the Plate Grand Final, and the loser to play against the winner of the minor Semi Final, called the Preliminary Final. The winner of the Preliminary Final will enter the Plate Grand Final; the loser will vacate the competition.

The winner of the Plate Grand Final will be called the "The (Age Division) Plate Champions".

(iii) **Eligibility of players**. At least four (4) full time fixture appointed games must be played with one team during the season for a player to be eligible in the finals' series for that team. Games where a team received a forfeit against them are included for this rule. This rule also includes Under 9 registered players playing in the competitive age divisions.
SCCSA Executive has the discretion to approve the inclusion of players who do not meet the 4-game criteria in extenuating circumstances.
If a team plays an ineligible player in any finals' game, the result of the game will be recorded as a forfeit against the team who fields the ineligible player, and, at the discretion of SCCSA Executive, fines may apply also – refer Section 12, Fines, Bonds and Penalties.

(iv) A player may compete for **one team only** in the finals' series. If a player is eligible to play in two age groups in the finals' series, they must choose to play in only one. An exception is, eligible registered junior players can play in both their registered junior team and can play in the Senior final series.

(v) All finals games must be played until a result is obtained, with extra time and penalties being the procedure, according to FIFA regulations. Refer to rule 1.A (xiv) for details of extra time allowed in finals' games.

(vi) Each club is required to supply a Ground's Official for each team that they have in the Grand Final, to assist with the management of spectators.

(vii) Competition trophies and other awards will be presented at a time nominated by SCCSA Executive.

Premiership Team

(viii) The team that finishes on top of the table in each competitive division at the end of fixtures is named the Premiership team.

Championship Team

(ix) The team that wins the Grand Final in each competitive division is named the Championship team.

8. LAWS OF THE GAME

click here for Laws of the Game.

Competition Rules & Laws

8.A Fixtures & Tournaments

(i) Junior games follow FIFA rules on interchange (up to five (5) players in competitive age groups. In senior games, in line with IFAB rules, up to 6 interchange players are allowed. Additionally, senior team squads are limited to a maximum of 25 players per team per season, however clubs may make up to two (2) players per team inactive and replace them within their squads during the normal fixture season (i.e. not during the finals series). Any player made inactive may not be re-stated as "active" in order to play again for any SCCSA club or team within the season where they were made inactive.

(ii) Ages from Under 6 to 10 will play noncompetitive Rooball as per SCCSA guidelines. (Refer to Appendix 1 and 2 – rules for Rooball for U6 to U8, and U9 to U10).

(iii) Any player permanently dismissed from the field (i.e., sent-off), must immediately leave the field and remove their playing shirt. Under no circumstances can a dismissed player return to the technical area.

8.B Local Rules

(i) **Under 11/12 Corners, Goal Kicks and free Kicks**

Corner Kicks (Short Corners) For divisions under 11 and 12 the Corner mark is to be placed 25m from the Centre of goals on the goal line.

Note: For all Corner Kicks, Goal Kicks and Free Kicks opponents must remain at least 9.15m (10 yards) from the ball until the ball is in play.

(ii) The kickoff time must be strictly adhered to; no period of grace is permitted. When teams are not ready to play and the kick-off time is delayed, time will be deducted from each half so that the game **finishes** at the scheduled time.

(iii) Mercy Rule - game results in the junior competitive age groups with a difference of more than 10 goals will be recorded as a 10-goal difference only. The game will be played in full, and the Referee will record all goals scored. Administration will amend the result to record that a mercy score has been applied.

(iv) In competitive age groups, if a player who intends to play in a scheduled game has not been loaded into the team sheet by the start of the second half of that game, they are not allowed to play in that game.

(v) Captain Armbands are not compulsory within local fixtures organised by SCCSA. When a team wants to designate a captain, they can use a single-coloured armband. This armband may feature the word "captain," the letter "C," or its translation, which should also be a single colour.

(vi) In Womens, Over 35 and Over 45 competitions, no slide tackles are allowed. Sanction: Indirect free
Kick.
(i) **Note:** Players may slide for the ball if it is not near an opponent.

(vii) Players must comply with Law 4 of the IFAB Laws of the Game regarding player

equipment and accessories. Any item deemed dangerous by the referee is prohibited.
Jewellery, including but not limited to earrings, rings, necklaces, bracelets, wristbands, facial jewellery and similar items, must not be worn during a game. Using tape to cover jewellery is not permitted. Players may be required to remove any prohibited item before taking part in a game.

The referee's decision regarding the safety of any item of equipment or accessory is final. A player who fails to comply with the referee's directions regarding jewellery or equipment will not be permitted to participate until the issue is rectified.

9. REPRESENTATIVE

9.A REPRESENTATIVE AND ACADEMY SQUADS & TEAMS

(i) Each year SCCSA shall confer to decide on the number and ages of Representative teams and Academy squads for the upcoming season.

(ii) Representative trials are held annually at the discretion of the SCCSA Executive. Rules for coaches for the trials, selection of teams and training are contained in the SCCSA Representative Coach Manual.

(iii) Squad selections must be made by representative squad selection 3-person Panel to be appointed, consisting of the Representative Coach and two other selectors sourced by the representative coach. The two extra selectors should be past or present representative coaches, or persons familiar with representative soccer, but should not be from the same club as the coach – parents of a child trying out are not allowed to be a selector.

(iv) All players chosen in the representative teams or squads and their parents, are under an obligation to be available for scheduled tournaments throughout the season.

(v) Final team/squad selection is at the discretion of the Representative Coach.

(vi) Representative players must play 75% of their club games to be eligible for the representative program.

(vii) Junior players must trial for the Zone Representative team/Academy squad that their current club falls into, unless the player notifies SCCSA prior to the trials that they will be moving clubs in the upcoming season.

(viii) If a junior player registers for a club in a different zone after they have been selected in a Representative team/Academy squad, and that club is in a different zone to the one they were selected in, they are to continue playing for the Representative team/Academy squad that they have been selected for.

(ix) Players must play in the age group according to year of birth (regardless of what age group they play for in their respective Club fixture competition). However, players may play up an age group if SCCSA does not form a team in their age group.

9.B Selection Process

(i) All players wanting to trial must be a registered player of an SCCSA affiliated club as an active member in a current team, for the current season.

(ii) At the trials no player is permitted to wear any representative gear.

(iii) Players will be notified of either their selection or non-selection for the team that they trialed for by email or other suitable means.

(iv) If a player declines an offer of a place in a Representative team/Academy squad or

accepts a place and then subsequently withdraws for the team or squad, they may not be eligible for selection to a representative team or squad in the following year.

(v) Representative/Academy coaches may recall a non-selected player into the team or call for another trial for eligible players within their zone to fill a vacant position in the team/squad.

9.C Representative Coaches & Managers

(i) Representative coaches shall be selected by a three-person Representative Coach Panel appointed by the Executive, from nominations received.

(ii) When appointed, Representative/Academy coaches and managers must sign a Volunteer Agreement, which outlines the duties of a coach and a manager.

(iii) Representative and Academy coaches and managers of junior teams must hold a Blue Card prior to commencement of duties.

(iv) A Representative Coach must have appropriate coaching accreditation or must complete the first available SCCSA approved course.

(v) A parent who has a child in a representative team is permitted to be appointed as a Representative Coach or Manager; however, they must be approved by SCCSA Executive before taking on the role.

(vi) Detailed information on the duties of Representative/Academy Managers is contained in the Representative Management Information – issued when acknowledgment of the Manager's appointment is sent by SCCSA Administration. As per rule 9.A (ii), duties of Representative/Academy Coaches are outlined in the Representative Coach Manual.

(vii) Representative Coaches and Managers honorariums will be set in the pre-season by SCCSA Executive in the Executive meeting prior to the annual representative trials.

(viii) SCCSA Executive reserves the right to refuse, reject or cancel representative coaches and manager's appointment.

9.D Representative Colours

Registered colours are BLACK & GOLD.

9.E Payment and Ownership of Representative Strip

(i) SCCSA provides representative jerseys for each team to be purchased by junior players. Players are also required to purchase their own shorts, socks, travelling shirt and jacket.

(ii) SCCSA provides representative jerseys for each senior team, which remains the property of SCCSA. Senior players provide their own black shorts and socks.

(iii) This strip must not be worn unless playing an authorised representative match. No alternative playing strip is permitted to be worn by an SCCSA representative team without prior approval.

9.F Travelling Costs for Representative Players

Travelling and accommodation costs are paid by each player.

9.G Travelling Costs for Representative Coaches & Managers

(i) Travelling and accommodation costs for Representative coaches and managers are paid for by their team only if they are travelling away and are accommodated with the team. Variations by application to the Executive may be considered. (Travelling and accommodation costs should then be considered and included in the team travel budget).

9.H Nomination Fees for Tournaments

(i) SCCSA includes the nomination fee for the tournaments in which the representative teams take part in the fee charged to representative players.

(ii) All representative team equipment or items issued such as equipment bags or soccer balls remain the property of the SCCSA.

10. AWARDS

For Premiership and Championship trophies, see Section 7 Finals

Series. 10-, 15-, 20-, 25-, 30-Year Service Award

(i) Presented to members who have been registered with SCCSA for 10, 15, 20, 25 & 30 years.

Other Awards

(ii) **Adermann Award**

This commemorates the founder & patron of the Association and is awarded to the player that accumulates the most votes for being the best and fairest junior player during the fixtures part of the season. Points are awarded by Referees and junior team coaches/managers after each game.

(iii) **Terry Reynolds Memorial Trophy**

Awarded to the junior representative player that most consistently demonstrates the skills, attitude and behaviour befitting an ambassador to Churches Soccer. Nominations are sought from junior Representative coaches after the State Titles have been staged, and the SCCSA Executive decides on the winner.

(iv) **Championship Club**

Clubs which have a minimum of three competitive teams entered for the season are eligible for the Championship Club. The winner is calculated by the number of competitive fixture game wins divided by the number of teams that club has in competitive fixtures. The highest score is the winner.
In the case of a tie, the club that scores the most goals in competitive fixtures will be the winner.

(v) **Chaplain's Award**

Presented to a volunteer, administrator, player, or group for providing an outstanding service to the community – which includes their involvement in Soccer.

(vi) **Other Awards**
Senior Player of the Year Male – best and fairest male senior player
Senior Player of the Year Female -best and fairest female senior player
Golden Boot – the player from each senior division who scores the most number of goals

11. BEHAVIOUR MANAGEMENT & DISCIPLINE

11.A Responsibility of Clubs

All clubs are responsible for the conduct of their teams and team staff, with particular reference to Referee abuse and violent behavior both on and off the field. SCCSA's Suspensions and Sanctions Policy applies – download here for full details of procedures, guidelines and penalties.

11. B Protection of Match Officials

1. Purpose

The purpose of this By-Law is to protect referees, assistant referees, fourth officials and any other appointed match officials from abuse, intimidation, harassment, threatening behaviour and physical contact by players, team officials, spectators or any other participant connected with a match.

2. Application

This By-Law applies to:

1.all players, substitutes, substituted players, coaches, managers, spectators and team officials;

2.all matches, training venues and competition-related events conducted, sanctioned or affiliated with the Association;

3.conduct occurring:

- before, during or after a match;
- at or near the field of play, technical area, changing rooms, car parks, entry/exit areas or any other competition venue; and
- whether the referee or match official is in uniform or out of uniform .

3. Protected Persons

For the purposes of this By-Law, Match Official includes:

- referee;
- assistant referee;
- fourth official;
- referee assessor;
- referee coach;
- match commissioner; and
- any other person appointed to officiate or supervise the conduct of a match.

4. Prohibited Conduct

A person must not engage in any conduct toward a Match Official that is abusive, offensive, insulting, intimidating, threatening or violent.

Without limitation, prohibited conduct includes:

4.1 Verbal abuse

- swearing at, insulting, mocking or humiliating a Match Official;
- disputing decisions in an aggressive, hostile or repeated manner;
- making threats of harm, retaliation or consequences; and
- using discriminatory, demeaning or menacing language.
- Non-verbal intimidation
- confronting, surrounding, crowding or cornering a Match Official;
- aggressive gestures, shouting in close proximity, or following a Match Official in a hostile manner;
- attempting to interfere with or intimidate a Match Official when entering or leaving the venue.

4.2 Physical contact

• touching, grabbing, pushing, shoving, bumping, striking, kicking, spitting at or otherwise making physical contact with a Match Official;
• attempting to make physical contact with a Match Official; or
• using any object or item to make or threaten contact.

4.3 Conduct outside active play

This By-Law applies regardless of whether the conduct occurs:

• during active play;
• during half-time;
• immediately before kick-off;
• immediately after the final whistle; or
•at any time while the Match Official is arriving at, departing from, or present at the venue in connection with the match.

5. Intent, Recklessness and Accidental Contact

I. Intentional conduct is conduct engaged in deliberately.
II. Reckless conduct is conduct where the person knew, or ought reasonably to have known, that their actions created a real risk of abuse, intimidation or contact with a Match Official.
III. Accidental contact may still constitute a breach where:
• the conduct was careless or reckless;
• the person failed to stop or withdraw when reasonably able to do so; or
• the surrounding circumstances made the conduct unsafe or inappropriate.
IIII. Genuine accidental and trivial contact, without aggression, carelessness or intimidation, may be dealt with by warning or no charge, where appropriate.

6. Strict Protection of Match Officials

All participants owe a positive duty to respect and protect Match Officials. Any abuse, intimidation or physical contact involving a Match Official will be treated as a serious disciplinary matter.

7. Offences and Penalty Range

7.1 Level 1 – Verbal abuse / minor intimidation

Examples:

• swearing at a referee;
• repeated dissent with aggressive tone;
• hostile confrontation without physical contact.

Penalty: minimum 5 matches
typical range 5 to 7 matches

7.2 Level 2 – Serious abuse / threatening behaviour

Examples:

• threatening language;
• pursuing a referee after a game;
• intimidation in tunnel, car park or change room area;

• aggressive encroachment causing fear or distress.

Penalty: minimum 1 year suspension
typical range 1 year to life suspension

7.3 Level 3 – Intentional or reckless physical contact
Examples:

- deliberate push, chest bump, grab, shoulder charge or forceful contact;
- contact made in anger or protest;
- contact after the whistle or off the field.

Penalty: minimum 6 match suspension
typical range 6 weeks to 12 months

7.4 Level 4 – Assault or serious physical misconduct
Examples:

- striking, punching, kicking, headbutting, spitting at, or attempting to strike a Match Official;
- repeated physical intimidation;
- conduct causing injury or causing the Match Official to fear injury.

Penalty: minimum 2 year Suspension
typical range 2 year to life suspension

8. Aggravating Factors
The following may increase the penalty:

- conduct was intentional;
- conduct occurred after the match;
- conduct continued after the person was warned or sent off;
- the Match Official was followed to change rooms, car park or off-field area;
- the Match Official was touched while vulnerable or isolated;
- the offender has prior disciplinary history;
- the conduct caused injury, fear, distress or brought the competition into disrepute;
- more than one offender was involved.

9. Mitigating Factors
The following may reduce the penalty:

- genuine remorse and early admission;
- no prior disciplinary history;
- minor, isolated and low-level conduct;
- clear evidence the contact was trivial and genuinely accidental;
- immediate apology and cooperation.

10. Recommended Standard Penalty,
Any player who intentionally or recklessly makes physical contact with a Match Official, before, during or after a match, whether the Match Official is in uniform or not, shall be suspended for a minimum of 6 weeks, with liberty for the Tribunal to increase the penalty having regard to the seriousness of the incident.

11. Reporting and Tribunal Process
1. Any Match Official, competition official, club official or witness may report an alleged

breach.

2. The Association may investigate any incident on its own initiative.
3. A participant charged under this By-Law must be given:
    - notice of the allegation;
    - details of the conduct complained of; and
    - a reasonable opportunity to respond.
4. The disciplinary body may consider:
    - referee reports;
    - witness statements;
    - video footage;
    - admissions;
    - medical evidence; and
    - any other relevant material.
5. The standard of proof is the comfortable satisfaction of the disciplinary body, taking into account the seriousness of the allegation.

12. Interim Suspension

Where the alleged conduct involves serious threats, physical contact, assault, or risk to safety, the Association may impose an interim suspension pending determination of the charge.

13. Club Responsibility

A club must take reasonable steps to control the conduct of its players, officials and supporters toward Match Officials. A club may be separately sanctioned where it fails to do so.

14. No Limitation on Other Action

This By-Law does not limit:

- the referee's powers under the Laws of the Game;
- the Association's disciplinary powers under any other rule;
- any police or legal action arising from serious conduct.

11.C Yellow & Red Cards

(i) In a game situation, a caution (or yellow card) is issued for a minor infringement of the Laws of the Game, and is a warning from the Referee to a player during a match to sanction unsporting behaviour of a less serious nature under the following codes:

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

The Referee will note the Yellow Card on the online Team Sheet.

Red Card codes

R1 is guilty of Serious Foul Play.

R2 is guilty of Violent Conduct.

R3 spits at an opponent or any other person.

R4 denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his or her own penalty area).

R5 denies an obvious goal scoring opportunity to an opponent moving towards the Player's goal by an offence punishable by a free kick or a penalty kick.

R6 uses offensive or insulting or abusive language and/or gestures.

R7 receives a second caution in the same Match.

(ii) In the event of a "Send Off" during SCCSA fixtures, representative tournaments and practice matches (friendlies), the player shall be shown the Red Card. This will be recorded and reported by the Referee in charge of the game.

(iii) The Referee in control of a match where a Red Card has been recorded has 48 hours to complete the Incident Report on the matter on the online team sheet. The report should include factual matters only – and will state who was involved, what was said and exactly what occurred.

(iv) (a) Competitive Age Group Divisions. The player shall receive a suspension according to the SCCSA Suspensions and Sanctions Policy. If an automatic suspension period does not apply, the Disciplinary Committee will decide on the suspension period.

When the period of suspension is more than one match, should the player or club disagree with the suspension period, they may appeal through the appeal process as stipulated in by-law 11.F (ii).

(b) Rooball 9 and 10 Age Group Divisions. The player shall receive an automatic suspension for the duration of the game in question. But, based on the severity of the incident as reported by the Referees, the player's suspension may be increased in accordance with the Suspensions and Sanctions Policy. Should the player or club disagree with the suspension period, they may appeal through the appeal process as stipulated in By Law 11.F (ii).

(v) The SCCSA Administrator will advise the player's club of the suspension period, either automatic or as per the Disciplinary Committee decision, including the right of appeal, if applicable.

(vi) That any suspension for offenses classified as R1, R2, R3 or R8 will apply to all involvement in matches played under the auspices of SCCSA – this includes playing, refereeing, coaching or managing. A person so suspended is not permitted in the technical area during the period of suspension. (updated 3/6/24)

11.D Referee Incident Report

(i) In addition to 'send-off' incidents as dealt with in by-law 11.B (i) and 11.B (ii), the Referee may raise an incident report in respect to:

a. breaches of the Codes of Conduct for Players/Coaches/Managers and Spectators,

b. field conditions unsuitable for play to start or continue, or

c. in conjunction with a Send Off Report (Red Card Report) on circumstances that extend from the Send Off Report (abusive and or anti-social behaviour etc.).

As per by-law 11B (iii), the report should include factual matters only – and will state who was

involved, what was said and exactly what occurred.

(ii) Upon receipt of an Incident Report sent by SCCSA Administration, the receiving club **MUST** do as follows:

a. immediately respond in acknowledgement of receipt of the report,
b. reply to SCCSA Administration advising their action/s taken in regard to the report within 7 days,
c. if unable to respond within the 7-day time frame forward an explanation as to why,
d. advise their actions taken in respect of the incident.

(iii) SCCSA Administration will forward the club's response to SCCSA Referee's Association, and, if after discussion and examination of the action/s taken by the club/s is deemed unsuitable the Referee's Association Secretary will forward it onto the SCCSA Executive for further follow up.

11.E Placed on Report

(i) When a misdemeanor has been committed by a player prior to or following a game or by an official of a club or a spectator, that person shall be placed on report.

(ii) The procedure for the "Send Off' shall then come into effect, except that the Management Committee of the SCCSA shall take the place of the Disciplinary Committee.

11.F Suspended Player

(i) In the event of a suspended player playing a game during the period of their suspension, the result of the game will be recorded as a forfeit against the team that fields the suspended player, and a fine of $50 will apply – refer Section 12, Fines Bonds and Penalties. The suspension will then be carried forward to a future game, or games (in the case of a multiple game suspension).

DISCIPLINARY MATTERS AND RIGHTS OF APPEAL

11.G Disciplinary Committee

(i) Clubs will provide SCCSA in the pre-season the name/s of their club's nominees to be called upon if a judiciary panel is required to make judgement on an appeal against a suspension.

(ii) **Appeals Against Suspensions**

As per the Suspensions and Sanctions Policy, there is no appeal when a fixed penalty of one match has been applied. However, an appeal may be lodged when the suspension exceeds one match. The appeal application must be lodged in writing to SCCSA Administration within 48 hours of the decision being communicated to the club concerned, and be accompanied by a payment of $150.00, which is refundable if the appeal is upheld.

(iii) Upon receipt of an appeal:

(a) A Tribunal Committee will be set up involving three (3) members of the Executive, or appointees not involved with the club(s) or player(s) involved in the dispute.

(b) Players and/or coaches are to be invited to attend the Tribunal and MUST notify the Tribunal Chairman if they cannot attend.

(c) The player and/or coach will be given a fair opportunity to present further evidence or witnesses and argue their case.

(d) The Tribunal Committee will consider all aspects of the matter before making a final decision.

(e) The Tribunal Committee's decision is final – no further appeals will be accepted.

(iv) Suspensions are based on SCCSA's Suspensions and Sanctions Policy, but the Disciplinary Committee has the power to set a suspension period which differs from the set-down rules.

(v) The Disciplinary Committee will advise SCCSA Administration of the decision reached, and this will be immediately conveyed to the players' club.

12. FINES AND PENALTIES

12.A FINE INVOICES

(i) SCCSA Administration will issue invoices to clubs as fines are imposed.

12.B Fines

(i) $20.00 fines will be imposed on clubs for the following offences:

(a) Failure to have a representative in attendance at each Special or General meeting.
(b) Failure to have a Home Grounds' Official clearly identified in attendance during games.
(c) No barriers or lines along side lines (minimum of two (2) metres from side lines).
(d) Fields not marked causing cancellation of games.
(e) No seating or marked technical area for coaches, managers, and interchange players.
(f) No coach or manager identification.
(g) Online team sheets not completed by team management in the time period allowed by the online database.
(h) Player lists for teams unable to access online team sheets not provided to SCCSA Match Controller by 8.00am on the Monday following the match.
(i) For playing an unregistered player per game.
(j) For exceeding the 5-representative player per junior team limit per game.
(k) For playing a player across in a club team of the same division for which they were nominated in the competitive age groups per game.
(l) For playing a player down an age group without approval from the SCCSA per game.
(m) For playing a player in an age group three (3) years above their birth age per game without the necessary approval.
(n) For playing an ineligible player in any finals' series game per game.

(ii) $40.00 fine applies for non-attendance at Council of Clubs Meeting.

(iii) $50.00 fine applies for withdrawing a team from a Rooball Carnival after the closing date.

(iv) $75.00 fines will be imposed on clubs for the following:

- Failing to send a team to Compulsory Rooball Carnivals and other Tournaments organised and/or approved by the SCCSA.
- For not informing Match Controller when a team is forfeiting a game (including Rooball games) before 5.00pm the day before the match. This fine does not apply if the teams involved play a friendly match. Refer by-law 2.F (iii).
- For playing a suspended player in a game (refer also to rule 11.E Suspended Player).

12.C Sanctions

(i) The SCCSA reserves the right to impose fines and sanctions on any member that brings Churches Football/Soccer into disrepute.

All fines will be imposed at the discretion of the Executive of SCCSA

13. MISCELLANEOUS

13.A Shin Pads

(i) Shin pads and appropriate footwear are compulsory for games and training.

13.B Alcohol

(i) No alcohol or drugs are to be consumed at SCCSA sanctioned games or training.

(ii) No person whether appointed or otherwise who is representing SCCSA shall consume or be affected by alcohol (or non-prescription drugs that would affect a person's judgement) when they have the direct care and control of children.

13.C Dogs

(i) Dogs are not permitted at any SCCSA controlled venue for fixtures, finals, training, representative games, trials, or carnivals whether on a leash or not.

Guide and Assistance Dogs - *Reference – Queensland Government Department of Seniors, Disability Services and Aboriginal and Torres Strait Islander Partnerships* website link

The *Guide, Hearing and Assistance Dogs Act 2009* (the Act) came into effect on 1 July 2009. The Act ensures that every person who relies on a certified guide, hearing or assistance dog has the same access rights as others to public places and public passenger vehicles.

Dogs must be certified and be able to pass a Public Access Test to ensure they are safe and effective in a public place, public passenger vehicle, or place of accommodation, and are able to be controlled by the handler/s in all situations.

Certified dogs can be almost any breed and will be easily recognised by the badge on their coat or harness.

(ii) It is the responsibility of the Grounds' Official to ensure compliance. Refer to rule 6B – Home Grounds' Official.

13.D Complaints

(i) All complaints addressed to SCCSA must follow the complaint procedure. Refer to Appendix 4.

13.E SCCSA Leased Venues

(i) The license and / or lease for these grounds shall be for the dates determined by the Sunshine Coast Regional Council and held by SCCSA.

(ii) For all upkeep, maintenance, rates, refer to memorandum of understanding.

(iii) Clubs co-hosting grounds are responsible for setting and dismantling nets, flags, lines, canteen, and clubhouse cleaning.

13.F Extreme Weather

(i) Should any fixtures, training or events conducted by SCCSA be affected by extreme weather events (hot weather/lightning), then the Extreme Weather Policy will be enforced.

13.G Child Protection Policy

(i) SCCSA's Child Protection Policy aims to ensure our core values, codes of conduct, good reputation and positive behaviours and attitudes are maintained. The policy

provides the procedures that support our commitment to eliminating discrimination, harassment and child abuse.

13.H Age Dispensation Policy

(i) To provide access to Soccer for all Australians regardless of their ability, SCCSA has an Age Dispensation Policy in place. Refer also to by-law 3B.

13.I Photographer

(i) SCCSA may appoint an official photographer to capture visual content on behalf of the SCCSA for multiple platforms, at SCCSA fixtures, finals, Carnivals and Events.

13.J Smoking and Vaping

Reference – Queensland Health website link

Queensland Government Laws specify that from 1 September 2016, smoking and vaping is banned within 10 metres of viewing and playing areas at organised under-18 sporting events. The ban also applies during training and at any intervals or breaks in play.

The **coverage** of the ban includes the sporting ground or playing area, the viewing area for a water sport, public seating at the grounds and any other area reserved for use by the competitors and the officials. This also includes a 10-metre non-smoking buffer zone from all of these locations.

An organised under-18 sporting event is one that is arranged in advance and is conducted by a professional or amateur sporting body or education institution according to established rules.

The smoking ban includes the use of all smoking products, including electronic cigarettes.

13.K Refund Policy

(i) SCCSA's Refund Policy provides details of when governing fees are able to be refunded.

13.L Blue Card/Exemption Card

(i) Committees, Coaches and Managers in SCCSA clubs are required to hold a Blue Card or an Exemption Card. SCCSA clubs are required to uphold their obligations under the Blue Card system, as advised by Blue Card Services.

13.M SCCSA clubs required to attend Council of Clubs (COC) meetings

(i) SCCSA clubs need to attend six (6) out of eight (8) COC meetings per season.

13. N SCCSA Heading and Concussion Guidelines (updated 3/6/24)

This document sets out the guiding principles developed by Australian Institute of Sport and the Football Association, and provides general advice regarding:

1. Recommended heading guidance for training sessions for SCCSA Clubs, coaches and players, and
2. The management of concussion in SCCSA.

Appendix 1

Laws of Rooball Under 9 to Under 10

These laws are available for download from the SCCSA website – click here.

These rules are for playing within the SCCSA and may differ slightly from the rules of other soccer associations. Modifications have been made to some FIFA Laws of the Game, to facilitate the transition from the Under 6 to Under 8 Rooball game to the Full Field game.

GAMES ARE NON-COMPETITIVE – There are no points table or championships.

LAW 1 – THE FIELD OF PLAY

The field of play must be rectangular and marked with lines which indicate the boundaries of the field. The two longer boundary lines are called touch lines. The two shorter lines are called goal lines.

The field of play is divided into two halves by a halfway line, which joins the midpoints of the two touch lines.

The centre mark is indicated at the midpoint of the halfway line - a circle with a radius of 7 metres is marked around it.

The length of the touch line must be greater than the length of the goal line.

Length (touch line):	minimum 60 m	maximum 70 m
Width (goal line):	minimum 45 m	maximum 50 m

The goal area is a semi-circle with a 7-metre radius marked on the field from the centre of the goal line.

A flag post, not less than 1.5 m high, with a non-pointed top and a flag must be placed at each corner. A quarter circle with a radius of 1 m from each corner flag post is drawn inside the field of play.

A goal must be placed on the centre of each goal line.

The distance between the posts is:

Length:	minimum 5 m	maximum 6 m
Height:	2 m	

LAW 2 – THE BALL

All matches are played with a size 4 ball.

A match ball must be given to the Referee before the start of the match by both teams.

LAW 3 – THE NUMBER OF PLAYERS

A match is played by two teams, each consisting of not more than nine players, one of whom is the goalkeeper and up to five interchange players. A match may not start if either team consists of fewer than six players. Teams may borrow players from any other team within their own division to make up numbers.

Interchange is unlimited; however, the following conditions must be observed:

- The Referee must be informed and acknowledges the interchange,
- Interchange is completed during a stoppage in play (throw in, goal kick, corner, after goal scored, or after injury),
- Interchange player must enter the field at the halfway point and only do so after the player being replaced has left the field.

NB- No infringement or sanction will be given; however, the Referee may submit an incident report if Law 3 is persistently ignored after instruction is given.

LAW 4 – THE PLAYERS' EQUIPMENT

A player must not use equipment or wear anything that is dangerous to themself or another player (including any kind of jewellery).

The basic compulsory equipment of a player comprises the following separate items:

- Club jersey with unique playing number on the back. If undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt,
- Club Shorts – if tights are worn, they must be of the same main colour as the shorts,
- Club Socks,
- Shin guards (covered entirely by socks, made of rubber, plastic or a similar suitable material and provide reasonable degree of protection), and
- Closed in footwear.

Colours

- The two teams must wear colours that distinguish them from each other.
- Each goalkeeper must wear colours that distinguish them from the other players.

In the event of any infringement of this Law, the player at fault is instructed by the Referee to leave the field of play to correct his equipment and must have the permission of the Referee before re-entering the field of play.

LAW 5 – THE REFEREE

Each match is controlled by a Referee who has full authority to enforce the Laws of the Match.

The Referee:

- enforces the Laws of Rooball Under 9 to Under 10,
- controls the match in cooperation with the assistant Referees and, where applicable, with the fourth official,
- ensures that any ball used meets the requirements of Law 2,
- ensures that the players' equipment meets the requirements of Law 4,
- acts as timekeeper and keeps a record of the match,
- at their discretion, stops, suspends or abandons the match for any infringements of the Laws,
- stops, suspends or abandons the match because of outside interference of any kind,
- stops, the match if, in his opinion, a player is seriously injured and ensures that they are removed from the field of play,
- allows play to continue until the ball is out of play if in their opinion, a player is only slightly injured,
- ensures that any player bleeding from a wound leaves the field of play. The player may only return on receiving a signal from the Referee, who must be satisfied that the bleeding has stopped.
- allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalises the original offence if the anticipated advantage does not ensue at that time,
- applies a penalty pertaining to the more serious offence when a player commits more than one offence at the same time,
- takes disciplinary action against players guilty of cautionable and send-off offences. The Referee is not obliged to take this action immediately but must do so when the ball next goes out of play.

- issues cautions to team officials who fail to conduct themselves in a responsible manner and may, at their discretion, expel them from the field of play and its' immediate surrounds,
- ensures that no unauthorised persons enter the field of play,
- indicates the restart of the match after it has been stopped, and
- completes the online team sheet, which includes Fairplay points and information on any disciplinary action taken against players and/or team officials and any other incidents that occurred before, during or after the match.

The decisions of the Referee connected with play, including whether a goal is scored and the result of the match, are final.

The online team sheet must be correctly filled out before the start of the match. A player arriving late may take part in the game once the Referee has been notified and their equipment has been checked. The late player must be added to the online team sheet list before they take the field.

LAW 6 – THE ASSISTANT REFEREE

There are no Assistant Referees allocated to Under 9 and Under 10 Rooball games, however the Referee may give permission to a responsible person from each team to indicate when the ball is out.

LAW 7 – THE DURATION OF THE MATCH

The duration of the match is two 25-minute halves with a 5-minute break at halftime. Games will start at the advertised time; there is no time added on for stoppages or injuries.

LAW 8 – THE START AND RESTART OF PLAY

A kick-off starts or restarts play for the start of the match, after a goal has been scored, and for the start of the second half.

A goal may be scored directly from the kick-off.

The procedure for a kick off.

- At the start of the match teams must enter the field of play from the halfway mark, in a line after the Referee has signalled them by a whistle to enter the field.
- A coin is tossed and the team who wins the toss decides which goal they will attack in the first half of the match.
- The other team takes the kick-off to start the match, and the team that wins the toss takes the kick-off to start the second half of the match.
- In the second half of the match, the teams change ends and attack the opposite goals.
- After a team scores a goal, the kick-off is taken by the other team.
- All players must be in their own half of the field of play at kick-off.
- The opponents of the team taking the kick-off must be at least 7 metres from the ball until it is in play.
- The ball must be stationary on the centre mark prior to kick-off.
- The Referee will signal that the game may commence (or re-commence).
- The ball is in play when it is kicked.
- After taking the kick-off, the kicker must not touch the ball again until it has been touched by another player.

If the player taking the kick-off touches the ball again before it has touched another player, a second attempt is allowed. If the same infringement occurs after the second attempt an indirect free kick is awarded to the opposing team, to be taken from the position of the ball when the infringement occurred.

In the event of any other infringement of the kick-off procedure, then the kick-off is retaken.

A dropped ball is a method of restarting play when, while the ball is still in play, the Referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game.

The Referee will drop the ball at the place where it was located when play was stopped, unless play was stopped inside the goal area, in which case the Referee will drop the ball on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped. Play restarts when the ball touches the ground.

The ball will be dropped again if either of these circumstances occur:

- If it is touched by a player before it makes contact with the ground, or
- If the ball leaves the field of play after it makes contact with the ground, without a player touching it.

LAW 9 – THE BALL IN AND OUT OF PLAY

The ball is out of play when it has wholly crossed the goal line or touch line whether on the ground or in the air, or play has been stopped by the Referee.

The ball is in play at all other times, including when it rebounds off a goalpost, crossbar or corner flag post and remains in the field of play or it rebounds off the Referee when they are on the field of play.

LAW 10 – THE METHOD OF SCORING

All players are allowed to play and score within the semi-circle (goal area).

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

LAW 11 – OFFSIDE

It is not an offense to be in an offside position. Offside becomes an offence when the player in an offside position becomes involved in active play.

Offside will not be penalised in this game, however deliberately placing a player in a position to gain unfair advantage is contrary to the spirit of the game and is discouraged. The Referee may caution the players for doing this or penalise them for unsporting behaviour.

LAW 12 – FOULS AND MISCONDUCT

Fouls and misconduct are penalised as follows:

A free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered by the Referee to be careless, reckless or using excessive force:

- 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,
- holds an opponent,
- spits at an opponent,
- handles the ball deliberately,
- plays in a dangerous manner,
- impedes the progress of an opponent,
- prevents the goalkeeper from releasing the ball from his hands, or
- commits any other offence, not previously mentioned, for which play is stopped to

caution or send off a player.

A free kick will be awarded to the opposing team if a goalkeeper commits any of the following offences:

- controls the ball with his hands for more than six seconds before releasing it from his possession,
- touches the ball again with his hands after he has released it from his possession and before it has touched another player,
- touches the ball with his hands after it has been deliberately kicked to him by a team-mate, or
- touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate.

A player will be cautioned and shown the yellow card if he commits any of the following offences:

- unsporting behaviour,
- dissent by word or action,
- persistent infringement of the Laws of the Rooball,
- delaying the restart of play,
- failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in, or
- deliberately leaving the field of play without the Referee's permission.

An interchange player will be cautioned if he commits any of the following three offences:

- unsporting behaviour,
- dissent by word or action, or
- delaying the restart of play.

A player or interchange player will be sent off if he commits any of the following seven offences:

- serious foul play,
- violent conduct,
- spitting at an opponent or any other person,
- denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own goal area),
- denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick,
- using offensive, insulting or abusive language and/or gestures, and
- receiving a second caution in the same match

A player or interchange player who has been sent off must leave the vicinity of the field of play and the technical area.

LAW 13 – FREE KICKS

A free kick is awarded for any of the offences outlined in Law 12. All free kicks in this game are indirect.

The Referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken, and the ball has touched another player or goes out of play.

A goal can be scored only if the ball subsequently touches another player before it enters the goal.

If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded. If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

The ball must be stationary when the kick is taken, and the kicker must not touch the ball again until it has touched another player.

All opponents must be at least 7 meteres from the ball until it is in play. When a free kick is taken and the opponent is closer to the ball than the required distance, the kick is retaken.

The ball is in play when it is kicked and moves.

LAW 14 – THE PENALTY KICK

There are no penalty kicks in this game. If a free kick is awarded to the attacking team inside the goal area, the kick must be taken from the edge of the semi-circle. Defending players may stand on their goal line.

LAW 15 – THE THROW IN

A throw-in is a method of restarting play.

A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air.

A goal cannot be scored directly from a throw-in.

At the moment of delivering the ball, the thrower:

- faces the field of play,
- has part of each foot either on the touch line or on the ground outside the touch line,
- holds the ball with both hands,
- delivers the ball from behind and over his head,
- delivers the ball from the point where it left the field of play.

All opponents must stand no less than 2 metres from the point at which the throw-in is taken.

The ball is in play when it enters the field of play.

After delivering the ball, the thrower must not touch the ball again until it has touched another player.

If, after the ball is in play, the thrower touches the ball again before it has touched another player, a free kick is awarded to the opposing team, to be taken from the place where the infringement occurred.

An opponent who unfairly distracts or impedes the thrower will be cautioned for unsporting behaviour.

For any other infringement of this Law the throw-in is retaken by the player for a second attempt. Following two foul attempts possession will pass to the opposing team.

LAW 16 – THE GOAL KICK

A goal kick is a method of restarting play.

A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored in accordance with Law 10.

A goal may be scored directly from a goal kick, but only against the opposing team.

A goal kick is kicked from any point within the goal area by a player of the defending team.

Opponents must remain 7metres from the ball until it is in play.

The kicker must not play the ball again until it has touched another player.

If, after the ball is in play, the kicker touches the ball again before it has touched another player, a free kick is awarded to the opposing team.

In the event of any other infringement of this Law, the kick is retaken.

LAW 17 – THE CORNER KICK

A corner kick is a method of restarting play.

A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored in accordance with Law 10.

A goal may be scored directly from a corner kick, but only against the opposing team.

The ball must be placed inside the corner arc nearest to the point where the ball crossed the goal line.

The corner flag post must not be moved.

Opponents must remain at least 7 metres from the corner arc until the ball is in play.

The ball must be kicked by a player of the attacking team.

The ball is in play when it is kicked and moves.

The kicker must not play the ball again until it has touched another player.

If, after the ball is in play, the kicker touches the ball again before it has touched another player, a free kick is awarded to the opposing team.

In the event of any other infringement of this Law, the kick is retaken.

TECHNICAL AREA

Each field will have an area marked out as a technical area for each team either side of the halfway line. It should be at least 2 metres from sideline.

THE TECHNICAL AREA IS THE DESIGNATED SEATING AREA FOR THE COACH, MANAGER AND PLAYERS. ONLY ONE COACH, ONE MANAGER AND INTERCHANGE PLAYERS WHO HAVE BEEN ENTERED ON THE TEAM SHEET AND CAPABLE OF TAKING THE FIELD, ARE ALLOWED IN THE TECHNICAL AREA.

Players who are injured prior to the game and therefore are not participating in the game must not be in the technical area.

Interchange players are to remain seated while in the area unless preparing to take the field. They should warm up behind the technical area. They are to stand only when about to take the field, at which point they will come to the halfway mark.

Coaches and managers are to encourage parents and spectators to sit on the opposite side of the technical area where grounds allow for this or at least 3 metres from the technical area.

THE COACHES

Coaches are not permitted to enter the field of play unless called on by the Referee. Coaches may walk their team's defensive sideline ONLY after requesting permission from the Referee.

SPECTATORS

- are not to be in the technical area and must be at least 3 metres away from the technical area, and
- are not allowed to stand along the goal line or behind the goals to a distance of 7 metres.

Appendix 2

Laws of Rooball Under 6 to Under 8

These rules are for teams playing within the SCCSA and may differ slightly from the rules used by other soccer associations - available for download from the SCCSA website – click here.

GAMES ARE NON-COMPETITIVE - there are no points tables or championships. Players should be given equal time on the field.

TIME OF PLAY: 2 x 20-minute halves with 5 minutes half time break. Games will start at the advertised time; there is no time added on for stoppages or injuries.

THE PLAYERS: Teams consist of not more than 6 (six) players and 3 (three) interchange players. One player must be the goalkeeper whose shirt must be readily distinguishable from those of the other players. All players must wear training shoes or soccer boots and shin pads. Only goalkeepers may wear caps. Field players may wear soft brimmed hats. Players may be interchanged at any time. Interchanging is encouraged to provide all players with equal game time.

THE COACHES: Coaches should rotate players, so they don't think of themselves as keepers, defenders or strikers, but as ROO BALL SOCCER PLAYERS. Coaches are permitted on the full field to give his/her players guidance but must stay away from the goal area. The coach or a parent is expected to referee one half of the game.

TO START: Before the match begins the referee/coach will toss a coin. The team winning the toss chooses ends, the other team kicks off from the centre mark. Opponents must be 6 metres from the ball. From a kick-off, the ball can be played in any direction, and the kicker must not play the ball again until it has touched another player. A goal may be scored directly from a kick-off. After a goal has been scored, the team conceding the goal takes the kick-off to restart play. For the second half of the game the teams change ends. The kick-off is taken by the side that did not kick-off in the first half.

IN/OUT OF PLAY: The ball is not out of play until the **whole** of the ball has crossed the **whole** of the goal line or touch line. The lines are part of the field of play. The ball is still in play if it rebounds off the goalpost, crossbar, corner flag or referee into the field of play.

THROW-INS: A throw-in is awarded to the opponents of the last player to touch the ball before it wholly crosses the touchline. The thrower must face the field, keep part of both feet on the ground either on or behind the touchline, delivering it from behind his/her head using both hands. A player who has thrown in the ball shall not play it again until it has touched another player. Coaches/Referees may assist players to achieve the correct method. A second attempt may be given. Following 2 foul attempts, possession passes to the opposing team. A goal cannot be scored direct from a throw-in.

GOAL KICKS: A goal kick is awarded to the defending team when the ball wholly crosses the goal line, other than between the posts, and was last touched by one of the attacking team. Opponents must be 6 metres away from the ball. Only the goalkeeper is permitted to take the goal kick. A goal can be scored directly from a goal kick.

CORNER KICK: A corner is awarded to the attacking team when the ball wholly crosses the goal line, other than between the posts, and was last touched by one of the defending team. The kick is taken at the nearest corner. The corner flag may not be removed. Opponents must be 6 metres away from the ball. A goal can be scored directly from a corner kick.

FREE KICK: A free kick is awarded to the opposing team for foul play, dangerous play, obstruction, handball by a field player or an intentional back pass or throw-in that is handled by the goalkeeper. All free kicks are **indirect** – a goal can ***not*** be scored unless the ball touches another player before it goes into the goal. All opposing players have to be 6 metres away from the ball. If a free kick is awarded to the attacking team within or close to the semi-circle, the free kick is to be taken 6 metres from the semi-circle. Defending players may stand on the semi-circle if they wish.

OFF SIDE: There is **NO** off side in Roo Ball, but deliberately placing a player in an "off side" position is contrary to the spirit of the game and is to be discouraged.

SCORING: A goal can only be scored from outside of the semi-circle. A goal is awarded if the whole of the ball has crossed the whole of the goal line between the posts and under the cross bar.

REFEREE: There are no official referees in these age groups, the coaches or parents take on this role. The online team sheet must be completed before the start of the game.

LINESPERSONS: A responsible person may be appointed by each team to indicate when the ball is out of play.

GOALKEEPERS: Only the goalkeepers are permitted inside the semi-circle. They are allowed to handle the ball within this area; however, a goalkeeper may not pick up the ball with his/her hands from an intentional back pass or throw in from a teammate. This does not apply to an accidental back-pass or a headed back-pass. The goalkeeper must play the ball within 6 seconds of controlling it. If a defending team continually plays the ball inside the semi-circle, a free kick should be awarded to the attacking team.

NOTE: A player who is bleeding must leave the field. No person is allowed within a 6 metre radius behind, or either side of the goals.

Appendix 3

Summer Competition Rules

These rules are available for download from the SCCSA website – click here.

All FIFA rules apply outside of the following modifications:

- Only six (6) players are on the field at any one time.
- Unlimited interchange. (Interchange during play is permitted.)
- A goal can only be scored by kicking the ball from outside the semi-circle.
- If a player is inside the semi-circle he/she has the following options:
    1. Head the ball into the goal, or
    2. Kick or pass the ball outside the semi-circle and then a goal may be scored.
- If a player kicks a goal from inside the semi-circle, then a free kick is awarded to the defending team.
- The goalkeeper may not throw, kick or by any other means, the ball over the halfway line on the full. This is the same as a goal kick, penalty inside the circle or a kick out into play. (This rule is in place because of the small field sizes).
- Should the above rule be broken a free kick to the opposite team on the halfway line close to where the ball landed is awarded.
- No offside rule is in place. However, it is not good sportsmanship to place players up close to the opposing goalkeeper and this should bring on a warning.
- If a goal is scored by a player who would normally be considered to be in an offside position (very obvious) then the goal should be disallowed.
- Red & Yellow cards can still be used for the most serious of incidents.
- 2 x 20-minute halves with a 5-minute break at half time will be played.
- All Free Kicks are indirect, so they must touch another player before scoring a goal.
- No player is allowed to slide at the ball or tackle. If a player goes to ground trying to play the ball or slides, an indirect free kick is given.
- Senior Mixed Teams- only male Goalkeepers are allowed, and no more than three (3) male players are allowed on the field at once.

No team will take to the field without having completed the online team sheet.

This competition is a means to maintain fitness over the summer months and should be played and refereed with fun in mind at all times.

Appendix 4

Kevy Cup Competition

(i) The Cup competition is open to all SCCSA registered Senior Men's, Over 35s and Over 45's teams. Each team must submit a nomination form when they register their team for the year to participate in the Cup.

(ii) The Cup competition will follow a knockout format. Teams that reached the Grand Final in the previous season will be placed in the draw to ensure they do not face each other until later in the competition. The remaining teams will be drawn randomly. Teams will compete until a winner is decided, with the losing team exiting the competition and the winner advancing to the next round, continuing until an overall winner is determined.

(iii) Teams can have a maximum of 17 players on a team sheet, as per IFAB rules.

(iv) Teams are permitted to borrow players from any registered Over 35s or Over 45s team registered in SCCSA, including those already knocked out of the Cup Competition, and including teams from other clubs. Borrowed players can only play for one team additional to their club team, providing that the aforementioned conditions are followed. i.e. if a O35/45 player plays for Palmwoods O35 in the season or cup, then they can play for Mooloolah FC, but then cannot be borrowed by any other team in the Cup competition for the year.

(v) If borrowing a player means you will have more than 14 players available for that game, you may not borrow that player, however a Goalkeeper can be borrowed regardless of numbers so long as they don't play any other position within that game due to it being a specialised position.

(vi) Slide tackles <u>are permitted</u> in all Cup games, regardless of whether Over 35 or Over 45 teams/players are competing, and regardless of whether they are playing against teams from their own Division or higher.

(vii) Over 35 and Over 45 teams will begin with a 2 goal advantage against Senior Men teams, but commence nil all (0-0) when playing other O35 or O45 teams.

(viii) Cup games must be played until a result is obtained.

(ix) Games resulting in a draw in normal time will proceed straight to penalties, without extra time, as per IFAB regulations

(x) To be eligible to play in the Cup Final, a player must have participated in at least four games (pool, premiership or cup games). Byes or games where a player is officially suspended do not count towards these four games, while forfeits or abandoned games do count.

Appendix 5

Complaints Procedure

This procedure is for both internal and external complaints procedures for SCCSA. The internal procedure includes both informal and formal complaint processes.

Internal

Informal Process

1. The complainant makes an initial approach to their choice of one of the following people, who then provides information about whether the behaviour will be accepted as an official complaint and about options for resolution.

   They are:

   - A Coach or Manager
   - A colleague
   - An official of the club (as appropriate)

2. The person approached must clarify whether the complainant wants them to act as a mediator or simply wishes to talk the matter through with them. If the complainant does want them to help resolve the complaint, then they will do this at an informal level. In an official role, they must do so in an impartial manner with respect to both parties.
3. There is no written complaint at this stage, however the person approached should note details of the issue and retain for records. Records pertaining to the informal process should be kept until the commencement of the next season.

Formal Process

(i) When a written complaint is sent or received by a club the following actions **MUST** be taken:

1. The sending club shall forward an information copy to SCCSA Admin

2. The receiving club shall return an acknowledgement of receipt

3. The receiving club will have 7 days to respond and if unable to do so within this time frame they must inform the complainant club and SCCSA Admin with a reason why

4. The complaint will be responded to in its entirety

5. If the complainant club is not satisfied with the respondent club's action/s, then the matter shall be referred to SCCSA Admin for the executive to intervene as follows.

(ii) The typical steps for an investigation consistent with the principles of natural justice are:

1. The complainant is interviewed, and the complaint is documented in writing.
2. The allegations are conveyed to the alleged in full.
3. The alleged is given the opportunity to respond.
4. If there is a dispute over the facts, statements from witnesses and other relevant evidence are gathered.
5. A finding is made as to whether the complaint has substance; and
6. A report documenting the investigation process, the evidence, the findings and the recommended outcome/s is submitted to the decision-maker. The decision-maker for Sunshine Coast Churches Soccer Association shall be the President.

Both parties are entitled to support through this process from their chosen support

person/adviser.

If the report is endorsed by the decision-maker, the organisation then carries out the recommendations of the report. These may include such actions as an apology, counselling, a fine, dismissal or withdrawal of official duties.

Both the complainant and the respondent have the right to appeal against the findings of the investigator/panel or against the resulting recommended action if they have any concerns about procedure, bias or fairness. Appeals are handled by an appeal panel made up of members other than those who conducted the original investigation.

The appeal body can:
1. Uphold the decision of the investigator/panel,
2. Reverse the decision of the investigator/panel, and/or

3. Modify any of the investigator/panel's recommendations for disciplinary action or remedial measures.

External

A complainant may be dissatisfied with the outcome of complaint procedures within Sunshine Coast Churches Soccer Association as a whole or may not wish to use procedures internally to the Association at all because of a lack of confidence in the Association. In certain cases, the complainant can utilise complaint procedures external to Sunshine Coast Churches Soccer Association.

For instance, harassment of various kinds is unlawful under state and federal anti-discrimination laws in Australia, and complaints under these laws are dealt with by state and federal antidiscrimination bodies.

A person experiencing harassment can seek initial advice from one of these bodies without being obliged to make a complaint. If that body advises that the conduct being experienced appears to be a type of harassment that comes within its jurisdiction, the harassed person then makes the decision as to whether or not to lodge a formal complaint to the body.

Once a complaint is received, an investigation will be undertaken. If there appears to be a case that unlawful harassment has occurred, there will usually be an attempt to conciliate the complaint confidentially first. If this fails, or is inappropriate, the matter may proceed to a formal public hearing, where a finding will be made as to whether harassment occurred. Various remedies may then be prescribed by the tribunal. These can include financial compensation for such things as distress, lost earnings or medical and counselling expenses incurred by the complainant.

It should be noted that an anti-discrimination body can decline to investigate a complaint or dismiss a complaint at any point in the investigation, conciliation or public hearing stages.

Qualifications/Training

A person acting on behalf of Sunshine Coast Churches Soccer Association as an official Complaints Officer must demonstrate an understanding and/or experience to carry out the role, or shall be offered appropriate training to fulfil the role and responsibilities.

FORMAL COMPLAINT FORM

This form is not for issues covered under our Child Protection Policy

Complainant's Details	Name: Contact Number: Email Address: Club:	
Role in Soccer (please circle)	Administrator Player Parent	Club Official Match Official Spectator Team Official Other……..
Respondent's Details	Name: Club:	
Role in Soccer (please circle)	Administrator Player Parent	Club Official Match Official Spectator Team Official Other……..
Nature of Complaint (can circle more than one)	Harassment Bullying Physical Abuse Verbal Abuse Intimate relations Victimisation Discrimination Gender Disability Sexuality Race / Ethnicity Religion Other……..	
Details of alleged complaint	Date: Time: Location: Details:	

I have read SCCSA's Complaints Procedure and understand that by completing this Form, the Respondent will be given a copy of this complaint, for them to respond to the allegations.

Name _____

Signature _____ Date___/___/____

Appendix 6

Extreme Weather Policy

Environmental factors regularly affect the playing of Soccer on the Sunshine Coast. While environmental factors will not usually influence whether a soccer game should commence or continue to be played, occasionally extremely adverse weather conditions may give rise to a need to assess whether players and/or officials are in environmental danger. This policy sets out the approach that Sunshine Coast Churches Soccer Association and SCCSA Clubs should adopt when assessing extreme weather conditions.

1. Hot Weather

With higher temperatures now occurring more frequently, consideration must be given to the effects of heat and humidity on elite and amateur athletes and particularly children involved in soccer activities.

1.1 Hot Weather Guidelines

The following is provided in accordance with information provided by Sports Medicine Australia (SMA). That information is referred to below under "References and Links" and should be read in conjunction with this policy.

During summer and warmer months, clubs and competition organisers are required to:

A. Refer to the SMA Hot Weather Guidelines,
B. Provide a copy of the SMA Beat the Heat Fact Sheet to players, parents and team officials,
C. Provide information in relation to sun safety,
D. Schedule games and training for cooler parts of the day or evening,
E. Check weather forecasts the day before and closely monitor local weather conditions,
F. Whenever available, use a weather gauge, Wet Bulb Globe Thermometer (WBGT) or Heat Stress Meter to monitor player conditions,
G. Ensure regular hydration (water/fluid intake) by players, officials and other participants,
H. Monitor the wellbeing of players, officials, volunteers and staff, and
I. Increase breaks during games and training to allow rest in shade and fluid intake - referees should consider allowing at least a 2-minute drinks break in each half when ambient temperatures exceed 32°C.

1.2 Recommended Temperatures for Cancellation

The following temperatures are the maximum cancellation temperature for games, training and other events (trial games, selection trials, clinics or any physical activities).

Adults (16 years and older)- games are to be cancelled or postponed at ambient temperature of 37 degrees Celsius or above.

Children (Under 16-year-old)- games are to be cancelled or postponed at ambient temperature of 34 degrees Celsius or above.

Cancellation at lower temperatures may be necessary depending on factors such as humidity, local conditions including radiant heat from synthetic surfaces and lack of ventilation at indoor centres; player wellbeing; and player acclimatisation.

Note that young children are especially at risk in the heat and should not be forced to continue playing or training if they appear distressed or complain of feeling unwell.

1.3 Reference Material

SMA Hot Weather Guideline- http://sma.org.au/wp-content/uploads/2009/05/hot-weather-guidelines-web-download-doc-2007.pdf

Beat the Heat Fact Sheet- http://sma.org.au/wp-content/uploads/2011/03/beat-the-heat-2011.pdf

2. Lightning

In Australia lightning accounts for 5 to 10 deaths and well over 100 injuries every year. A large percentage of strike victims survive but many suffer from severe lifelong injury and disability. Statistics show that approximately 25% of people killed by lightning are playing sport.

No lightning safety plan or policy will provide 100% guaranteed total safety, but every effort can be made to ensure that all preventative steps are taken.

2.1 Lightning Procedures

1. Nominate a person to be responsible for monitoring the weather conditions in your area. This may be the association secretary, club secretary or other nominated person,
2. Monitor the weather both the day before, and the day of, the match,
3. If thunderstorms occur, use the '30-30' rule to determine the distance of the storm and take appropriate action to suspend play if less than 10km away,
4. Play can resume when the '30-30' rule has been satisfied,
5. Where practicable, ensure that all present are relocated, if necessary, to a safe shelter,
6. Should a person be struck by lightning, ensure that immediate action is taken; and
7. Provide warnings to all participants of potential dangers caused by lightning and indicate safety guidelines clearly.

2.2 30-30' rule

If it takes less than 30 seconds to hear thunder after seeing the flash, lightning is near enough to pose a threat; after the storm ends, wait 30 minutes before resuming outdoor activities. This may mean games are delayed, cancelled or rescheduled.