

NTJSA RULES AND BY- LAWS**INTERPRETATION****EDITION ELEVEN****ONE**

These Rules and By-Laws are made under the authority of section 36-(1), (2), (3), and (4) of the Constitution of the Association.

- a. The Rules and By-Laws are made in addition to and in delegation of the rules in the Constitution of the Association.
- b. Any question arising as to the interpretation of these Rules and By-Laws shall be determined by the Executive Committee as defined in Section 23.1 of the Constitution of the Association.

GENERAL**TWO**

- a. The Executive Committee shall be responsible for the implementation of these Rules and By-Laws.
 - b. These Rules and By-Laws may be altered at a meeting of the Executive Committee and Club Members. Such alterations shall be notified to all members.
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Rule One. (i) REFEREES

- a. The Referee is the person who is officiating in a game either being a competition, cup, and friendly tournament or training game of soccer.
- b. While officiating in a game the Referee will have the powers under the Associations Rules and By-Laws and the FIFA Laws to officiate and control the game. He/she will make sure the game is played in a sportsmanship like manner.
- c. The referee can be qualified or non-qualified but must have a reasonable knowledge of the game’s rules and Laws. He/She can be a team official, a spectator, parent, NTJSA Member and or junior player and such persons should referee games (2) years below his/her age.
- d. Minimum age for officiating in games is 13 y/o for all FIFA ruled matches and 11 y/o for all SSG matches.
- e. Appointments made by the Association and or the Referees appointed official override any other appointments.
- f. Any other appointments **MUST** be made mutually by both teams’ officials and advise that person taking the field the procedures in regards to keeping records of the game and report any cautions and send offs and any other incidents back to the NTJSA Referee official and or team officials to assist him/her with the laws of the game and appoint assistance in helping him/her with side lines.
- g. Non - Qualified officials officiating in games regularly must be encouraged to be nominated to become an Association member for insurance purposes.
- h. Qualified referees are to fill out Referee Match reports at all times. Non-qualified referees are only required to fill out a Referees Match report if there were cautions or send-offs and if there were any other incidents that occurred on or off the field. This should be forwarded:
 - i. Immediately after the game has finished to the NTJSA Secretary or Referees Official if the game has been played at the NTJSA venue.
 - ii. To the games organiser and or the NTJSA Secretary within 48 hours from the time the game was played if it was played at a Club venue and record any incidents that may have occurred as per this Rule Section (h).
- I. **Referees.**
No qualified Referee will be appointed for SSG matches, but the Association pending the game importance may make exceptions. A Game leader shall be appointed for each game, or a Coach or his/her nominee. The referee shall stop the play if a player has been seriously injured. If, however, the player is only slightly injured the game should not be stopped until the ball is out of play.

Assistant Referees

Assistant Referees are not used in SSG matches.

Failure to comply as per this Section the officials will be reported to face the NTJSA Executive Committee and discipline if found guilty.

Rule One. (ii) REFEREES ASSISTANT

- a. This person will assist the Referee during the game and will be under his/her control while controlling the sideline
- b. This person can be a qualified referee or a non-qualified parent, spectator, and any member of the Association and or team official but **MUST** have reasonable knowledge of the Rules and Laws of the game.
- c. The minimum age for Assistant Referees running the sideline is 13 years old.
- d. For any other matter refer to **Rule One (i)** including other rules in this By- Laws Book dealing with officiating games and his/her powers including FIFA Rules.

Failure to comply as per this Section the officials will be reported to face the NTJSA Executive Committee and discipline if found guilty

Rule One. (iii) If no Official or neutral Referee is available then:

- a. If the NTJSA introduces prior or during a season a Referees Rostering Schedule by way of rostering clubs or coaches to officiate games prior or after their club teams game that the person is involved with.
This ruling overrides the sub-law (b) in this By-Law.
- b. The home team Coach will officiate the first half and the away team Coach will officiate the second half, unless one officiates the full match by mutual agreement.
- c. Both Coaches must fill in and sign the **Team/ Score Sheet**.
- d. Coaches refereeing games in either SSG or FIFA ruled matches should not coach their players during the time they are refereeing.
- e. All 11 a side games **MUST** have two Assistant Referees to assist with sideline duties. Each team must provide an Assistant Referee to assist the Referee if none have been appointed, preferably an experienced person if available.
- f. A parent or spectator may referee a game as long as this person has a demonstrated knowledge of the laws of soccer and that both coaches agree to the appointment.

Failure to comply as per this Section the officials will be reported to face the NTJSA Executive Committee and disciplined if found guilty.

Rule Two. If an Official or neutral Referee is available then:

- a. The NTJSA's Referees Administration Staff, or his/her delegate approved by the Association, is to appoint referees on games most needed and they should be a minimum one year older than the age group they are refereeing, pending their experience.
- b. This Referee will officiate the whole match.
- c. He must sign the **Team/Score Sheet** together with both team Coaches.
- d. Each club must provide Assistant Referees if no official Assistant Referees are available, as per **Rule One 3d**.
- e. The referee must fill in the **Referees match report** and record the score, any cautions and report in writing the send-offs and any other send-offs to the Referee Official or the NTJSA Administration Staff. **As per Rule One (i), (h) i and ii**
Failure to comply as per this Section the officials will be reported to face the NTJSA Executive and disciplined if found guilty.

Rule Three. Match Score.

- a. No match score will be recognised unless taken from the **Team/Score Sheet**.
- b. No match score will be recognised unless the **Team/Score Sheet** are signed by both Coaches who officiate the game as per **Rule One**, and by the Referee as per **Rule Two**.
- c. If a Coach refuses to sign the **Team/Score Sheet**, his or her team will forfeit the game if found guilty by the NTJSA Executive Committee.

Rule Four. Home Team.

- a. The first named team is the home team if the game is played at the NTJSA Complex. If the game is played at a club ground then that club team will be the home team. No match will be played at any Club grounds without prior permission from the NTJSA Executive Committee.
- b. The home team must provide a Match Manager in all matches. He or she will be recognised by the Association if the appointment was made by the club's Committee or the school or home team's Coach.
- c. Both teams must provide **Team/Score Sheet**.
- d. Coaches/Managers of away games must lodge their **Team/Score Sheet** to the club Match Organiser straight after their game.
- e. The Club game organiser **MUST** inform the NTJSA Administration Staff of the results on the same day and send the **Team/ Score Sheet** together with the **Referees Match Reports** if available to the NTJSA's postal address the next working day.

Rule Five. The Coaches/Managers must:

- a. Ensure the game starts on time.
- b. Always sign the **Team/ Score Sheet** regardless of who officiates the game.
- c. For games played at the NTJSA Complex, the original copies of reports are to be placed in the box at the ground.
- d. No Team Coach, Manager, or Club Official shall withdraw their team from matches just because they don't like the Referee or the opposing team's players or officials, or because of disparaging comments made by any officials, players or spectators, or any other reason. Any such actions will be reported to the Association's Executive Committee and strong action will be taken against the offending team or individual if found guilty of bringing the game into disrepute.
- e. Only the Referee of the game and the Executive Committee have the authority to abandon matches for unforeseen reasons.
- f. Yelling, swearing, intimidating Referees, Players, and Spectators is not allowed and **Rule 8c** may be exercised. Action may be taken to suspend or ban the offender from coming to the grounds and they may also be fined.
- g. No team officials or spectators shall actively walk up and down the sidelines and certainly not behind the goals in a way of coaching their players. They should remain on the sideline at a designated area with their interchange players (technical area).
- h. No team officials shall smoke while coaching their teams during training or during the games and they should prohibit any spectator or parent from doing likewise, as there is no designated smoking area inside the NTJSA grounds. The Association will take action for such breaches against individuals as per State Laws.

Rule Six. No Match Fees will be recognised unless:

- a. The Referee fills in and signs the **Referees Match Report**, which must also be signed by the Assistant Referee and/or both Team Managers.
- b. The match fees have been approved by the Association for both the Referee and the Assisting Referee. Referee Match fees will be set each year at the AGM.
- c. The Referee and the Assistant Referee is qualified and is a current financial member of the ASRF and/or a registered member of the NTJSA - who has completed the Referee's courses.
- d. No fees are recognised for Assistant Referee unless qualified. (subject to NTJSA updated rulings).
- e. If a qualified Referee is coaching a team and he/she has to officiate in his/her team's game, no match fees will be paid.

Rule Seven. Discipline.

- a. That all Coaches, Managers, Referees and Assistant Referees- be seen as good examples to the players.
- b. Coaches and Managers are not to dispute any of the Referee's decisions.
- c. If there are any complaints by the Referees or Coaches and Managers, they are to be put in writing and forwarded to the Association's Secretary within forty-eight (48) hours.
- d. The Referee is to seek the Coaches assistance to deal with any outside interference.
- e. Parents, spectators and supporters to behave and encourage the young players regardless of which team they are playing in and show restraint towards opposing supporters and demonstrate good sportsmanship.

Failure to comply as per this Section the officials will be reported to face the NTJSA Executive Committee and discipline if found guilty

Rule Eight The Match Manager, the Games Organiser Match Official and NTJSA Executive Committee Members have the power:

- a.
 - i) The Match Manager/Official must be provided by the first named team in the Roster, which is the "Home Team" only if the games are played at the NTJSA Complex.
 - ii) If the games are played at a Club ground, see Rule 4 Section(a) of the By-Laws, then that Club team is the Home Team and must provide the Match/Manager Official.

- iii) The Match Manager/Official will be recognised by the NTJSA, see Rule 4 Section (b) of the By-Laws.
 - b.
 - i) The Match Manager/Official must make sure both teams are on the Grounds that they are rostered to play on.
 - ii) To make sure Official Referees will Referee the game, if not to arrange the game to start on time with Referees as per Rule One (iii).
 - iii) To check the ground, goal structure and nets for safety reasons and report to the Games Organiser and or Committee Member prior to the start of the Game for the problems to be rectified.
 - iv) To make sure the right size balls are available and are pumped up.
 - v) Ensure that both teams have Match scoresheets and that they are filled out correctly.
 - vi) You must write and sign your name on the both teams score sheets for public liability reasons.
 - vii) If there are any players cautioned or sent off or any other incidents to work with the person who refereed the game to prepare a Referees Report and forward it with all names and details to the NTJSA Secretary immediately after the game, and or within 48 hours.
 - c. To keep spectators away from touch lines and goal lines and to deal with foul comments made towards officials and players by any team member and/or spectator. If that person/s continue to make such comments or interrupt the game, he/she or they can be asked by the Match Manager and/or Referee and or by an Executive Member to leave the ground.
 - d. In such circumstances, the Match Manager or the Games Organiser or Executive Member and the Referee will Co-operate and the game will not start until that person/s is removed from the ground.
 - e. A report should be forwarded to the NTJSA Secretary for such incidents within 48 hours, so that it may be dealt with by the Executive Committee

Rule Nine. Equipment and Wear.

- a. The away team is the team named second in the roster game.
- b. The away teams must change strips in the event of colour clashes with the exception of the home team not being a Full Member Club.
- c. All teams must appear on the field of play with their club's strips or in different strip colours in the event of colour clashes with the home team.
- d. A team or players will not take part in the game unless they appear on the field of play as per **Rule Nine c**, also with permitted wear and equipment as per **Law Four** of the **FIFA Law Book**. (As amended from time to time).
- e. Discretion to be used when dealing with new players, Referees and Coaches to consult with each other.
- f. Player/s will be sent off the field of play until adjustments are made and will not re-enter the field of play unless the Referee's signal is received.
- g. Away teams not wearing alternative strips or bibs with numbers on as well as alternative socks or having taped their socks with a different colour to distinguish them from the opposing team will:
 1. Lose the right to a qualified referee and assistant referees being appointed to their game (if available)
 2. The away team will lose any points they won in the game and the result will be recorded as a three (3)- nil (0) win in favour of the opposing team.
 3. If the away team loses the game then three (3) points will be deducted from their points on the ladder. However, if the game was a knock out cup game then Section (g) 2 of this rule will apply. A fine may also be applied to the Club concerned.

Rule Ten. Interchanges.

1. **Interchange of players is permitted in matches where:**
 - a. the players concerned are amateur; and
 - b. the players are under the age of seventeen; or
 - c. the matches are competitive or purely social games and are a junior competition.

2. Interchange Procedure.

- a. In games where interchange is to be used, an area one meter either side of the halfway line shall be marked off the field of play.
- b. This area shall be known as the "Interchange Zone".
- c. All interchanges shall take place within this zone.
- d. An interchange is one that is made when the ball is out of play, and for which the following conditions shall be observed:
 - i. the player leaving the field shall do so from the touchline crossing over at the sector called the interchange zone.
 - ii. The player entering the field shall also do so from the interchange zone but not until the player leaving the field has passed completely over the touchline.
 - iii. A player nominated for interchange shall be subject to the authority and jurisdiction of the referee, whether called upon to play or not.
 - iv. The interchange is completed when the player who was off the field, enters the field. From this moment they become a player and the player whom they have replaced ceases to be a player.
- e. The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field for another player; it is up to the discretion of the Referee to limit such interchanges if the interchange rule is being abused.
- f. If during an interchange an interchange player enters the field before the replaced player has completely left it, the referee shall ensure the replaced player leaves the field, caution the interchange player, and re-start the game according to current FIFA Laws.
- g. If during an interchange an interchange player enters the field or a replaced player leaves it from a place other than the interchange zone, the referee shall caution the offending player.
- h. Deliberate interchanges for time wasting purposes should be reported to the NTJSA's Secretary within forty-eight hours so it can be dealt with by the Executive.
- i. Only players nominated in team sheets shall be permitted as interchanges.

Rule Eleven. Ball Sizes:

- Size 3- ball for U6-U9s
- Size 4- ball for U10-U13s
- Size 5- ball for U14-U17s

Rule Twelve. Ground Sizes:

- a. *U6 & U7 min. 30m length x 20m width, as per SSG Ruling.
 *U8 & U9 min. 40m length x 30m width max. 50m length x 40m width.
 As per SSG Ruling.
 *U10 & U11 min. 60m length x 40m width max. 70m length x 50m width as per SSG Ruling.
 *U12 min. 90m length x 55m width.
 *U13 & U14 min. 95m length x 60m width.
 *U15-U17 min. 100mm length x 60m width.
 *All grounds to be marked according to **SSG & FIFA Laws**, subject to NTJSA altering the sizes depending on circumstances. All corner flags to be supplied.
- b. **Goal Sizes:**
 The following are recommended measurements in accordance with SSG & FIFA Rulings.
 *U6 & U7 minimum 1.5mW x 0.9mH maximum 2mW x 1mH , As per SSG Ruling.
 *U8 & U9 minimum 2.5mW x 1.8mH maximum 3mW x 2mH , As per SSG Ruling.
 *U10 & U11 minimum 4.5mW x 1.8mH maximum 5mW x 2mH , As per SSG Ruling.
 For SSG matches it is preferable that pop up style or portable goals are used however the use of poles & markers particularly in U6-U9 age group is also suitable.

U12-U17 2.4m x 7.3m full size.

All goals to have nets and the materials of the goals to be according to **FIFA Laws**.

Goal sizes are subject to NTJSA change, depending on circumstances.

c. Penalty Box:

The following are recommended measurements in accordance with SSG & FIFA Ruling.

U6-U7s - No Penalty Area.

U8-U9s - Rectangular 5m depth x 12m width.

U11s-U12s - Rectangular 12m depth x 20 width.

d. Corner Kicks/Flags:

U6-U7s - There is no corner kick. As per SSG Ruling

U8-U11 - Taken from inside the corner arc nearest to the point where the ball crossed the line. Refer to Small Side Games Rule.....

U12 - U16 from the corner post area.

The corner flags are to be a minimum of 1.5m high with non pointed ends.

The corners shall be 1m from the corner flag, inside the field of play.

Technical Area, if space allows, on all 9v9 and 11v11 fields, as per FIFA LAWS

Rule Thirteen. Number of Team Players and Offside Rules.

U6 4v4 with a maximum of 2 interchange players with no offside.

U7 5v5 with a maximum of 2 interchange players with no offside

U8-U9s 7v7 with a maximum of 3 interchange players with no offside.

U10/11/12s 9v9 with a maximum of 4 interchange players with no offside.

U14-U16s 11 a-side, full rules as per **FIFA Laws** &/or as per NTJSA's **Competition Rules**. **ALL with a maximum of 4 interchange players. (Unless permission is given by the Executive Committee to utilise extra interchange players.)*

If a club/school wants to register more than 15 players they must seek permission from the Executive Committee.

Teams found playing extra players during a game without authorisation may lose match points, as per **FIFA Laws**.

For Girls Competition see Rule Sixteen (1).

Rule Fourteen. Duration of Games.

U6 15 minute halves with a 5-minute break.

U7/U8 20 minute halves with a 5-minute break

U10 25 minute halves with a 5-minute break.

U12 30-minute halves with a 5-minute break.

U13/U14/U15/U16 35-minute halves with a 5-minute break.

Rule Fifteen. Obey the Laws of the Game.

All Referees, Coaches/Managers and Players are to obey the current laws of the game unless exceptions are made in these NTJSA **Competition Rules**.

Rule Sixteen. Roster Games/Points per Game.

- a. The seeding round duration shall be by the end of May for the age groups with more than one division, and thereafter the league round will commence for points. League points will commence from the first roster match in May for teams in an age group with one division.
- b. In all games the points shall be awarded as follows:
 Winners - **3 points** ANY drawn game - **1 point** to each team Losers - **nil points**
 No points tables or ladders will be kept for **U6-U11s** as per SSG Ruling.
- c. The final League positions shall be decided by the highest number of points gained. In the event of points being equal, the better goal difference shall apply or, if the goal difference is also equal, the most goals scored and if this is equal the least goals conceded.
 At the end of the League Roster Season if teams played fewer games than others the Division Winner of that age group will be determined by the average points per game (i.e. divide the number of points by the number of games played).
- d. All teams in the U6-U11 age groups will play as normal right through to the end of the season. The Executive Committee may alter the ages and teams from year to year that are involved in the League.

Rule Sixteen (1) Girls Competition.

1. The Executive Committee will decide from year to year the ages of girls competing in this competition.
2. The maximum age difference must not exceed three (3) years between the youngest and the oldest players eg. In an U11 Girls Competition the youngest player must turn nine (9) during the current playing season and the oldest must turn eleven (11) in the current playing season. In an U12 Girls Competition the youngest player must turn ten (10) during the current playing season and the oldest must turn twelve (12) in the current playing season. In an U14 Girls Competition the youngest player must turn eleven (11) during the current playing season and the oldest must turn fourteen (14) in the current playing season. In an U16 Competition the youngest player must turn fourteen (14) during the current playing season and the oldest must turn sixteen (16) in the current playing season.
3. No boys of any age are allowed to play in any of the girls' teams.
4. If a club does not have enough girls for a team then two or three clubs may combine to make up a team.
5. Teams wishing to play overage or under age players must seek written permission from the NTJSA and the players must also be assessed prior to permission being granted.
 - a) If there are girls' teams and there are not enough girls' teams available for a girl's competition then an all girls team may be entered into the mixed competition one age group down. An all Girls team playing in the mixed competition can play one age group below but are limited to 4 overage players.
 - b) If the numbers of girls in a club are not sufficient to field an all girls team in the U11,12,14 and 16 Girls Competition and they are willing to play in the Girls Competition then players that are 12 months overage can play in one age group below. Each team is limited to two (2) overage players in a nine-a-side team and four (4) in an 11-a-side team.
7. The numbers of players per team in the girls' competition will be 11-a-side with a maximum of four (4) interchange players for the U12/Jnr Girls competition and eleven a-side with a maximum of 4 interchange players for the U16/SNR Girls competition.
8. The game duration for the U11-U12 Junior Girls Competition will be 25-minutes each way with a 5-minute break.
 The game duration for the U13-U16 Senior Girls Competition will be 35-minutes each way with a 5-minute break.
9. There will be no offside in the U16 Senior Girls' competition unless the game is played with eleven-a-side.
10. The Girls Competition will participate in League Finals and Cup matches.
11. For any other rules not listed in this By-Law, which may be relevant to this competition, please refer to the relevant By-Laws eg. Rostering, officials, strips, presentations, points etc.

Rule Seventeen 1. Tournament Rules as per NTJSA & Football Federation Tasmania 2009.

- a. Players must all be currently registered players with Football Federation Australia through Football Federation Tasmania or their Junior Association.
No team will be permitted to field any over age players.
The maximum number of players that can be named in each team is as follows;
U10/11/12 13 Players
U13 & above 16 Players
(18 players can be listed on Registration submission but only 16 are permitted on game sheet).

Prior to the Tournament commencing, all teams are to provide a completed team registration form. Each player must play in the shirt number as indicated on the Team registration form.

A full team can play in one year older age competition if a younger age competition is not available.

Club or Regional teams using players who are not registered with their team without permission will lose their points if they win the game concerned and if they lose Competition points will be lost.

- b. U11's will play by the rules of Small Sided Football as issued by FFA.
U12's and above will play by the FIFA Laws Of The Game.
All Players will compete under the guidelines of the National Disciplinary Policy.
1. A player sent from the field of play will not play the remainder of that or the following game.
The Tournament Disciplinary Committee will review all send-Offs and players will be notified of any further suspension.
A player given a second caution is to leave the field of play, is not permitted to return to play for the rest of that match, and will miss the next match.
If a player receives 2 cautions during two different games of the Tournament then he/she will automatically miss the next game.
 2. If a game/s is called off for any reason by the Referee (after consulting with the Tournament Manager first) or by the Tournament Manager then the Tournament Management Committee (quorum of a minimum of 3 and a maximum of 5) will decide either to award points according to FIFA Laws and per Section Seventeen (h) and above, or to cancel or replay the game/s.
No Team Officials will decide whether their team will play a game or not because they think the ground is unsafe to play on and for any other reason. Any concerns they may have they are to consult the Tournament/Carnival Committee and the Committee will decide and take appropriate action. Team Officials disobeying this rule may have points deducted from their team ladder and may forfeit the game if they refused to play.
- c. Each game will consist of two equal halves with a five minute break at half Time. The length of each half shall be
25 minute halves for the U11 age groups
25 minute halves for the U12 age groups.
30 minute halves for the U13 and above age groups
Due to the tight nature of the scheduling no time on will be added to any match.
The maximum number of players that can be named on the team sheet for each match is as follows;
Under 11 and below 13 Players
Under 12 and above 16 Players

- d. Size 4 balls are to be used for all age groups from U11 up to and including U13. Size 5 balls are to be used for all age groups from U14 and above.
- e. Referees will be provided for each match. However, each team may be required to provide an assistant from time to time.
- f. Please refer to the SSG Rules for U11 interchange guidelines.
For all other teams:
Each team is allowed a maximum of six (6) interchanges of players during any game. Interchanges can only be made with the Referee’s permission. The ball must be out of play for an interchange to take place. Players must be at the half way line before the Referee is asked to allow the interchange. The interchange player cannot enter the field until the player being replaced has crossed over the touchline. Further interchanges may only be made during the half time break. This rule will be waived in the event of a player being injured after all six interchanges have been made. An injured player may interchange in order to receive treatment.
- g. Teams will be awarded points for each game played as follows

Win	=	3 Points	Score Draw	=	1 Points
Nil Draw	=	1 Point	Loss	=	0 Points

Teams breaching the Tournament rules may be penalised by loss of points or forfeit of matches.
If any game(s) is called off for any reason by the Referee or Competition Manager then the Competition Manager and NTJSA Executive Committee will decide whether to award points or replay the game(s)
The team finishing with the most points will be declared the winner.
If teams finish on equal points, the winner will be determined firstly by goal difference then by the number of goals scored by each team. If a draw still remains then the team winning the game between the drawn teams will be declared the winner. If this game was drawn the teams shall be declared the joint winners.
- h. All team officials and players are to be identified by their region’s colors on the field, unless permission is given by the Tournament Management Committee to do so. Only Coaches, Managers, Trainers & substitutes are permitted in the technical area. Team officials are to advise their parents and supporters of this rule.
- i. All participants will receive a participation certificate/pennant at the conclusion of the Final for each age group, trophies & medallions will be presented to the Winning team and Runners up.
- j. **NTJSA reserve the right to alter or add to these rules from time to time as seen fit.**
- k. Eight (8) teams divided into two (2) pools of four (4) teams in each pool where the winner of each pool will be declared by g. 1) in this By-Law. The final placing will be played for as follows:

i) **Semi Finals**

All Semi Finals games must end with a winner. If the result of a game is a draw at the end of ordinary time then 5 min each way extra time under the golden rule will apply. (Whoever scores first will be declared the winner) If a draw still remains then the penalty shoot out rule will apply to determine the winner. (Using players who were on the field during the extra time)

Game 1	1 st (Pool A)	v	2 nd (Pool B)
Game 2	1 st (Pool B)	v	2 nd (Pool A)
Game 3	3 rd (Pool A)	v	4 th (Pool B)
Game 4	3 rd (Pool B)	v	4 th (Pool A)

ii) **Finals**

Winner (Game 1)	v	Winner (Game 2)	For 1 st and 2 nd place
Loser (Game 1)	v	Loser (Game 2)	For 3 rd and 4 th place
Winner (Game 3)	v	Winner (Game 4)	For 5 th and 6 th place
Loser (Game 3)	v	Loser (Game4)	For 7 th and 8 th place

iii) If the game between the teams playing for 1st and 2nd place result in a draw at the end of ordinary time then 5 minutes is to be played either way under the golden rule (whoever scores the first goal will be declared the winner). If a draw still remains then the Penalty shoot out rule applies (using players who were on the field during the extra time). All other games for 3rd, 4th and so on places will finish at the end of ordinary time regardless of the result. (unless there is sufficient time in between games and the Tournament Manager rules otherwise)

Six (6) teams divided into two (2) pools of three (3) teams in each pool where the winner of each pool will be declared by g. 1) in this By-Law. The final placing will be played for as follows:

i) **Semi Finals**

All Semi Finals games must end with a winner (See Rule g-2 (i) in this By-Law)

Game 1	3 rd (Pool A)	v	3 rd (Pool B)
Game 2	1 st (Pool A)	v	2 nd (Pool B)
Game 3	2 nd (Pool A)	v	1 st (Pool B)

ii) **Finals**

Loser (Game 2)	v	Winner (Game 1) For 3 rd and 4 th place
Loser (Game 3)	v	Loser (Game 1) For 5 th and 6 th place
Winner (Game 2)	v	Winner (Game 3) For 1 st and 2 nd place

iii) Only the teams playing for 1st and 2nd place will go to extra time and penalty shootout as per Rule g-2 (iii) in this By-Law

3) b) In the event of ground restrictions then the following roster format may be implemented.

Six (6) teams divided into two (2) pools of three (3) teams in each pool where the winner of each pool will be declared by g. 1) in this By-Law. The final placing will be played as follows.

i) The teams will play two games on day 1 and to be rostered as follows but not necessarily in this order.

Day 1

<u>Pool A</u>	<u>Pool B</u>
1 v 3	4 v 5
3 v 2	5 v 6
2 v 1	6 v 4

ii) **Day 2**

Finals

3 rd (Pool A)	v	3 rd (Pool B) For 5 th and 6 th place
2 nd (Pool A)	v	2 nd (Pool B) For 3 rd and 4 th place
1 st (Pool A)	v	1 st (Pool B) For 1 st and 2 nd place

iii) For the finals games (See g-2 (iii) in this By-Law)

i) Five (5) team age group will be rostered as follows but not necessarily in this order.

<u>Day 1</u>	<u>Day 2</u>
---------------------	---------------------

1 v 2	3 v 1
3 v 4	2 v 4
5 v 1	5 v 3
2 v 3	1 v 4
4 v 5	2 v 5

ii) The team that ends with the most points (See Rule g-1 in this By-Law) will be declared the winner

i) Four (4) team age group will be rostered as follows but not necessarily in this order.

<u>Day 1</u>	<u>Day 2</u>
1 v 3	1 v 2
2 v 4	4 v 3
3 v 2	3 rd v 4 th (For 3 rd and 4 th place)
1 v 4	1 st v 2 nd (For 1 st and 2 nd place)

- ii) Only the teams playing for 1st and 2nd place will go to extra time and penalty shootout as per Rule g-2 (iii) in this By-Law
- i) Three (3) team age group will be rostered as follows but not necessarily in this order.

<u>Day 1</u>	<u>Day 2</u>
1 v 2	3 v 1
3 v 1	2 v 3
2 v 3	1 v 2

- ii) The team that ends up with the most points (See Rule g-1 in this By-Law) will be declared the winner

l. 1) Teams defying Tournament Rules, NTJSA By-Laws and Constitution and FIFA Laws may lose matches and have their game awarded to the opposition by 0 - 3 or by higher goal difference to that team if they have lost by a bigger margin and or deducted three points from their ladder standings if found guilty by the or Tournament Committee.

m. Under 10 Inter Club Tournament Rules - Refer to Rule Seventeen for all Tournament guidelines and Rule 19. for all SSG guidelines.

Rule Eighteen. Cup Games and Cup Finals

- a. (i). The Executive Committee may alter, from year to year which divisions, ages and teams are to be involved in the Cup Competition and how the competition will be played.
- (ii) The Cup competition will be played over three weeks in the season. All teams in all age groups & divisions above U11 including junior and senior girls will compete in Cup matches. The format of the Competition will be determined by the number of teams in the Division.
- (iii) In the case of a five team draw, with teams finishing on equal goal difference (after Round 1) the team to progress through to the Semi Final will be determined by the number of goals scored, should they still be unable to be separated by the numbers of goals scored the team progressing will be drawn from a hat.
- (iv) In the case of two teams that have played each other in Round 1 being drawn against each other in the Semi Finals, the draw will be determined by the NTJSA Executive Committee
- (v) To be eligible to compete in the Cup Competition a player must have played 75% of his/her team's matches leading up to the Cup Rd 1 (unless injury or extenuating circumstances). In this case a player must seek approval from the NTJSA Executive Committee.

CUP Round 1

5 TEAMS
 1 v 2
 3 v 4
 5 v BYE

CUP SEMI FINALS

First week Bye V Winner 1 v 2
 Winner 3 v 4 V Highest placed loser Rnd1
 Lowest placed Loser Rnd 1 v BYE

FINAL

Winner Semi Final 1 V Winner Semi Final 2
 Loser Semi Final 1 V Previous weeks BYE team
 Loser Semi Final 2 V BYE

6 TEAMS
 1 v 2
 3 v 4
 5 v 6

Winner (1v2) v Winner (3v4)
 Winner (5v6) v Highest placed loser
 Lowest placed loser 1 V lowest placed loser 2

FINAL

Winner Semi Final 1 V Winner Semi Final 2
 Loser Semi Final 1 V Winner Game 3
 Loser Semi Final 2 V Loser Semi Final 3

CUP ROUND 1

7 TEAMS

1 v 2
3 v 4
5 v 6
7 v Bye

CUP SEMI FINALS

Winner (1v2) v Week 1 Bye
Winner (3v4) v Winner (5v6)
Loser (1v2) v Loser (3v4)
Loser (5v6) v BYE

FINAL

Winner Semi Final 1 V Winner Semi Final 2
Loser Semi Final 1 V Winner Semi Final 3
Loser Semi Final 2 V Previous Weeks Bye
Loser Semi Final 3 V Bye

CUP SEMI FINALS

8 TEAMS

1 v 2
3 v 4
5 v 6
7 v 8

Winner (1v2) v Winner (3v4)
Winner (5v6) v Winner (7v8)
Loser (1v2) v Loser (3v4)
Loser (5v6) v Loser (7v8)

FINAL

Winner Semi Final 1 V Winner Semi Final 2
Loser Semi Final 1 V Loser Semi Final 2
Winner Semi Final 3 V Winner Semi Final 4
Loser Semi Final 3 V Loser Semi Final 4

9 TEAMS

1 v 4
2 v 3
5 v BYE
6 v 7
8 v 9

Winner (1v4) v Winner (2v3) Final
Loser (1v4) v Loser (2v3)
Winner (6v7) v 5
Loser (6v7) v Winner (8v9)
Loser (8v9) v BYE

CUP SEMI FINALS

As this is a 10 team roster the TOP 4 winners from week 1 will proceed through to the Semi Finals

10 TEAMS

1 v 2
3 v 4
5 v 6
7 v 8
9 v 10

Winner ? V Winner ?
Winner ? V Winner ?
Winner v Lowest placed loser
Loser (5v7) v Winner (9v10)
Loser (6v8) v Loser (9v10)

11 TEAMS

1 v 4
2 v 3
5 v 7
6 v 8
9 v 10
11 v BYE

Winner (1v4) v Winner (2v3) Final
Loser (1v4) v Loser (2v3)
Winner (5v7) v Winner (6v8)
Loser (5v7) v Winner (9v10)
Loser (6v8) v 11
Loser (9v10) v BYE

12 TEAMS

1 v 4
2 v 3

Winner (1v4) v Winner (2v3) Final
Loser (1v4) v Loser (2v3)

5 v 7	Winner (5v7) v Winner (6v8)
6 v 8	Loser (5v7) v Winner (9v10)
9 v 10	Loser (6v8) v Winner (11 v 12)
11 v 12	Loser (9v10) v Loser (11v12)

- b. Cup matches will be played over 3 dates to be determined by the NTJSA Committee at the first meeting of the new year.
- c.
 - i) If any Cup semi-final games are drawn after the normal duration of game time then a shootout will take place to determine the match winner. (See this By-Law paragraph h. taking of kicks)
 - ii) If the game between teams playing for 1st and 2nd position in Cup finals results in a draw the teams will play 5-minutes each way in extra time. If a draw still remains after extra time a penalty shootout will take place. If scores still remain tied a sudden death shoot out will be held to determine the winner as per FIFA Laws. (See this By-Law paragraph h. taking of kicks)
 - iii) All other games resulting in a draw on the final day will NOT go into extra time or a penalty shootout. The result will stand as a draw.
- d. Other divisions and age groups will participate in The Cup only as per NTJSA current rulings.
- e.
 - LEAGUE WINNERS & RUNNERS UP TROPHIES**
All League winners & runners up trophies will be presented to teams on cup finals day once these teams have been confirmed.
 - PERPETUAL CUP** - The Perpetual cup for each age group & division will be presented to teams on cup finals day once these teams have been confirmed. Perpetual trophies remain the property of the NTJSA and will remain at the Associations complex.
 - PARTICIPATION CERTIFICATES/RIBBONS** - will be presented to all other teams at the completion of their game on the last day of the season.
 - CUP WINNERS & RUNNERS UP TROPHIES & MEDALLIONS** - All Cup winners & runners up will be presented with trophies & medallions at the conclusion of their Cup Final on the last day of the season.
- f. Clubs holding perpetual trophies or cups that are not returned to the NTJSA one month before the next trophy or cup presentation will be liable to pay the costs of replacement plus a penalty of \$150.00 payable to the NTJSA
- g. **The Taking of kicks from the Penalty Mark** (in Cup competitions to decide winners)
Conditions under which kicks from the penalty mark shall determine which of the two teams in a drawn, in a knockout competition, shall be declared the winner.

(To replace some drawing lots)

The International Committee at its meeting on 27 June 1970 accepted a proposal by the Federation Internationale de Football Association that the practice of drawing lots to determine which of the teams in a drawn match should proceed to a later stage of a knockout competition or receive the trophy (if any) be discontinued and be replaced by the taking of kicks from the penalty mark which shall not be considered part of the match, subject to the following conditions:

1. The Referee shall choose the goal from which all the kicks shall be taken.
2. He shall toss a coin, and the team whose captain wins shall take the first kick.
3. The Referee shall note each player as he takes a kick from the penalty mark.
4. (a) Subject to the teams of the following paragraphs (c) and (d) both teams shall take five (5) kicks.

- (b) The kicks shall be taken alternatively.
 - (c) If, before both teams have taken five kicks, one has scored more goals than the other could, even if it were to complete its five kicks, the taking of the kicks will cease.
 - (d) If, after both teams have taken five kicks, both have scored the same number of goal or have not scored any goals, the taking of kicks shall continue, in the same order, until such time as both have taken an equal number of kicks (not necessarily five more kicks), and one has scored a goal more than the other.
5. The team which scores the greater number of goals, whether the number of kicks taken is in accordance with the terms of the foregoing paragraph 4(a); 4(c) or 4(d) shall qualify for the next round of the competition, as the case may be.
 6. (a) With the exception referred to in the following paragraph (b) only the players who are on the field of play at the end of the match, which shall mean at the end of the extra time in so far as a match in which extra time is authorized is concerned, and any who, having left the field temporarily with or without the referees permission, are not on the field of play at that time, shall take part in the taking of the kicks.
 (b) Provided that this team has not made use of the maximum number of substitutes permitted by the rules of the competition under which the match is played, a goalkeeper who sustains an injury during the taking of the kicks and who, because of the injury, is unable to continue as goalkeeper, may be replaced by a substitute.
 7. Each kick shall be taken by a different player, and not until all eligible players of any team, including the goalkeeper or the named substitute by whom he was replaced under the terms of paragraph 6 as the case may be, have each taken a kick, may a player of the same team take a second kick.
 8. Subject to the terms of paragraph 6, any player who is eligible may change places with the goalkeeper at any time during the taking of the kicks.
 9. (a) Other than the players taking a kick from the penalty mark, and the two goalkeepers, all players shall remain within the center circle whilst the taking of the kicks is in progress
 (b) The goalkeeper who is the colleague of the kicker shall take up position within the field of play, outside the penalty area at which the kicks are taken, behind the lines, which run parallel with the goal line, and at least 10 yards from the penalty mark.
 10. Unless stated to the contrary in the foregoing paragraphs 1 to 9, the Laws of the Game, and the International Committee Decisions relating thereto, shall, in so far as they can, apply at the taking of the kicks.
- N.B.** In the event of light failing before the end of taking the kicks from the penalty mark, the result shall be decided by the toss of a coin or drawing lots.

Rule Nineteen. National Small Sided Football Rules (SSG).

PLAYING FORMAT	U6 - U7	U8 & U9	U10/ U11/U12
NUMBERS	4v4 5v5	7v7	9v9
FIELD SIZE	L 30m x W 20m	L 40-50m x W 30-40m	L 60-70m x W 40-50m
FIELD MARKINGS	Markers or Line Markings	Markers or Line Markings	Markers or Line Markings

PENALTY AREA	NIL	5m Depth x 12m Width	10m Depth x 20m Width
GOAL SIZE (MIN)	W 1.5-2m x H 0.9-1m	W 2.5-3m x H 1.8-2m	W 4.5-5m x H 1.8-2m
GOAL TYPE	Goals, poles or markers	Goals, poles or markers	Goals, poles or markers
BALL SIZE	Size 3	Size 3	Size 4
GOAL KEEPER	NO	YES	YES
PLAYING TIME	U6 2 x 15 Minute halves U7 2 x 20 Minute halves	2 x 25 Minute halves	2 x 25 Minute halves
HALF TIME BREAK	5 Minutes	5 Minutes	5 Minutes
REFEREE	Game Leader	Instructing Referee	Instructing Referee
POINTS TABLE & FINALS	NO	NO	Associations Option

The number of players

Under 6 & 7

4 v 4 - no goalkeeper

Maximum of two substitutes who may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

Under 8 & 9

7 v 7 - including goalkeeper

Maximum of three substitutes who may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

Under 10 / 11 / 12

9 v 9 - including goalkeeper

Maximum of three substitutes who may rotate during the entire game. The coach or parent is allowed to make the substitutions while the ball is in play, but must wait until the substituted player has left the field.

Goalkeeper

Under 6 & 7

No goalkeeper

The game leader, coaches and managers should continually discourage children from permanently standing in front of the goal.

Under 8 - 11

Goalkeeper

The goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the goalkeeper is not allowed to kick or drop kick the ball directly from their hands. The ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. Opponents must be at least 5m outside the penalty area and cannot move inside the penalty area until the ball is in play. The ball is in play once it moves out of the penalty area.

Game Leader

The main role of the game leader is to keep the game moving fluently, limit stoppages and assist players with all match re-starts. Most importantly, they must make every effort to create an environment that ensures that all players have fun and have maximum involvement. The children are learning the game at this level, be flexible and patient. The game leader can be a club official, parent, older child or player or beginning referee and should always be enthusiastic and approachable. The Game Leader should;

- Encourage all children to have fun and different children to take re-starts.*
- Ensure the correct number of players are on the field.*
- Discourage players from permanently over-guarding the goal.*
- Use a "Ready, Set, Go" prompt to encourage quick decisions when restarting play.*
- Encourage children to dribble or pass ball into play from all re-starts rather than a big kick.*
- Ensure opposing team is back to the half way line, for all goal line restarts.*
- Ensure team officials and parents create a safe, enjoyable and positive playing environment for the children and do not emphasise winning or losing.*
- Encourage children to be involved in all aspects of the game, attacking and defending.*
- Remember most acts of handball or fouls and misconduct at this level are caused by a lack of coordination, with*

no intent. If you decide a deliberate or serious act of handball or foul and misconduct has occurred, explain to the child they have done the wrong thing and that they should not do this again.

- *Let the game flow and give instruction to all players on the run where you can.*
- *Praise and encourage both teams.*
- *Be enthusiastic and approachable.*
- *Most Importantly - Remember the children are learning the game - be flexible and patient.*

Instructing Referee

The main role of the instructing referee is to control the game to ensure it is played fluently and instruct and correct the players (with minimal blowing of the whistle) on how to behave and what the rules are, e.g. what a foul is, what a free kick is and how to throw in etc... Should these indiscretions happen a second time the referee should stop the game and apply the appropriate action and decisions. This person can be a club official, capable parent, older child or player, beginning or official referee from the federation or association. The Instructing Referee should;

- *Encourage all children to have fun and different children to take re-starts.*
- *Ensure the correct numbers of players are on the field*
- *Discourage players from permanently standing in blatant offside positions and instruct them to move into onside positions. In the Under 10 & 11 age groups children should be made aware of the offside rule during training and be encouraged to adopt this philosophy during the game at all times.*
- *Let the game flow and give instruction to all players on the run where you can*
- *Instruct players in the first instance before blowing the whistle where possible*
- *Ensure team officials and parents create a safe, enjoyable and positive playing environment for the children and do not emphasise winning or losing*
- *Be enthusiastic, consistent and approachable*

The start of play and restart after a goal

Under 6 - 11

Pass forward to a team mate from the middle of the half way line. All players must be in their own half of the field of play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

Ball in and out of play

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

Ball crossing the touch line

Under 6 & 7

There is no throw in. A player from the opposing team to the player that touched the ball last before crossing the touch line will place the ball on the touch line and pass or dribble the ball into play. Opponents must be at least 5m away from the ball until it is in play. The ball must touch a team mate before a goal can be scored.

Under 8 - 11

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

Ball crossing the goal line after touching the defending team last

Under 6 & 7

There is no corner kick. Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored.

Under 8 - 11

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

Ball crossing the goal line after touching the attacking team last

Under 6 & 7

Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch a team mate before a goal can be scored.

Under 8 - 11

Goal kick from anywhere within the penalty area. Opponents remain at least 5m outside the penalty area until the ball is in play. The ball is in play once it is kicked directly out of the penalty area.

Method of scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar. When goal posts are not available and cones are used for goals, a goal is scored when the ball passes between the cones without touching them, below shoulder height of the player.

Offside

Under 6 - 11

No offside

Note: In the Under 8 - 11 age groups, team coaches and managers should strongly discourage children from permanently standing in blatant offside positions. In the Under 10 & 11 age groups children should be made aware of the offside rule during training and be encouraged to adopt this philosophy during the game at all times. Instructing referees should direct players permanently standing in blatant offside positions to move into inside positions.

Fouls and misconduct

Under 6 & 7

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal). Most acts of handball or fouls and misconduct at this level are caused by a lack of coordination, with no intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act of handball, foul or misconduct has occurred, explain to the child they have done the wrong thing and that they should not do this again.

Under 8 - 11

Indirect free kicks are awarded for all acts of handball or fouls and misconduct. Opponents must be at least 5m away from the ball when the indirect free kick is taken. (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal). For deliberate or serious acts of handball or fouls and misconduct in the penalty area, a penalty kick is awarded from an 8m penalty mark with only a goalkeeper in position. All other players must be outside the penalty area and be at least 5m behind the penalty mark.

Fouls and misconduct are:

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

Practical recommendations

To ensure that Optus Small Sided Football is played in the correct spirit and gives all players the best possible chance to develop into the best players they can be. FFA advises that Member Federations, zones, associations and clubs adopt and promote the following advice and recommendation:

Under 6 - 10

FFA advises that the keeping of point's tables and playing of finals must not be done.

Under 11

FFA recommends that the keeping of point's tables and playing of finals should not be done. FFA recommends that the keeping of point's tables and playing of finals should not start until children commence playing 11 v 11 football on a full-size pitch in the Under 12 age group.

Below are some practical recommendations that you may wish to consider in your role of game leader, coach or manager;

- All players should get an equal amount of playing time.

- *When an individual player is completely dominating the game and has already scored three goals and their team is winning by a three-goal margin, he/she can only score another goal when one of their team-mates has scored a goal. This is to encourage good players to include other members of their team and to force them to create opportunities for others.*
- *In the Under 6 & 7 age groups directly after each match each player is allowed to take a "penalty" from the 8m spot. First, all players from Team A and second, all players from Team B take their penalty kicks (free shot from 5m spot - no goalkeeper).*
- *Depending on how Optus Small Sided Football is being implemented in the Under 6 & 7 age groups, the intra-club format allows team coaches and managers to use breaks to make some internal changes to the team when one team is far too strong and leading by more than three or four goals.*
- *Member Federations, Zones, Associations and Clubs should attempt to ensure where possible that teams of reasonably equal ability are playing each other. Each respective governing body will have their own system to achieve this. Should you require any advice with this, please contact your Member Federation or FFA. Whatever system is used in the various age groups, you will need to consider that children like to play with their friends.*

Rule Twenty. Medical and First Aid.

The NTJSA will make its best endeavours to ensure that appropriate recognised medical personnel are available on site during the playing of roster games and tournaments at the NTJSA Complex. A stretcher should be made available, and the association endeavors to provide a first aid kit to all Rep. teams where available.

Member and affiliated clubs shall be responsible for ensuring that all teams under their jurisdiction have an adequate first aid kit available for use in treating minor injuries.

Rule Twenty-One. The Home Club Team's responsibilities.

- a. Sponsor's match ball to be used for League/Cup/Tournament Games supplied by NTJSA or by the home team.
- b. For games played away from NTJSA's Complex the home club will prepare the ground according to the laws of the game, and provide facilities as per required standards.
- c. Provision of home grounds away from NTJSA's Complex is at home team's expense. But must be in accordance with conditions as per **Rule 12**.
- d. To provide a list of names of who will Referee the games to the NTJSA Referee Official for appointments.
- e. If no list of names is provided then **Rule One and Two** applies.
- f. If no appointment was made by the NTJSA, and a qualified Referee or neutral referee is available he/she and or the Games Organiser must see both teams' officials advising that he/she will referee the game and seek both officials' agreement.

Rule Twenty-Two. 1) Where to play Games, and responsibilities.

Each team in the Competition shall play all the games on grounds, which have been approved by the Executive Committee. All clubs are responsible for grounds and equipment of another club when borrowing their facilities.

Rule Twenty -Two. 2) Gate Entry Fees

- a. The fees are set every year at the AGM.
- b. Persons 18 years and over must pay the prescribed fees at the gate to the Gate Official/s or to member acting as Gate Official at the time.
- c. Exceptions will be made to coaches, sponsors & executive members with these individuals receiving an NTJSA Gate pass at the beginning of every season. Club committees to provide a list of coaches prior to the start of the season.
- d. If exceptions are made for fee entry the individual must present their current exemption card at the gate.
- e. Qualified Referees who have turned up to officiate in games will be permitted free entry to the Complex.
- f. Persons refusing to pay the entry fee will be asked to leave the ground.

- g. The Association may seek the assistance of the Police Department and or Security Persons to remove persons refusing to pay and also to leave the grounds and they may be charged for trespassing.
- h. For games played away from the NTJSA's Complex and or at Club's ground all above Sections in this **Rule 22. (2)** will apply.
- i. Gate fees for games played at Club grounds will be given to the Associations Treasurer less the cost of the gate official and for marking ground/s A.S.A.P. after the games are played.

Rule Twenty-Three. Admission/Registration Fees/ Numbers per Team Squad.

- a. Admission and registration fees for club players will be established at the AGM prior to the start of the season.

Rule Twenty-Four. Registrations and Payments of Fees.

- a. All Club team Officials and Rep. Team Officials must be financial members of the Association. Membership fees to be paid by the end of April each year, and any time during the year by new nominated members.
Any player or team official from a club or the NTJSA who has not paid the prescribed fee by the due date will be seen to be unregistered whether or not a registration form has been filled in. Exemptions for new players joining after the due date for receipt of fees will be granted two weeks and payment must be made prior to taking the field for their second game.
- b. All players must complete the club or NTJSA registration, and the players code of conduct forms and D.O.B. certificate prior to competing in games as per Section 37 (iv) of the Constitution (failing to do so may result in lose of points and the player being suspended and the Club may be fined)
- c. NTJSA Player and team official registration forms and signed Code of Conducts are to be provided to the NTJSA by the end of April each year in order for the players to be deemed registered. All fees are to be paid by the 1st May and/or any other date authorized by the Executive Committee each year. For any new player registering during the season full registration fees will apply and are payable to the NTJSA prior to the playing taking the field. **Refer to paragraph h of this rule.**
New players registering after the 1st July will be charged ½ the NTJSA's component of the annual registration fee for that season along with the FFA & FFT annual fee. This fee must be paid after their first game and prior to the following weeks game before the player takes to the field.
- d. Registration numbers will be given to all players.
- e. Members and players not paying on time will lose their membership rights and insurance cover and players will be suspended from playing until all fees are paid.
- f. Players who have registered and are playing games, but have not paid their fees to their clubs by the due date will lose their insurance cover plus will not be permitted in trials for Rep Teams, will be suspended until such time as their fees have been paid, and their team will forfeit games. Clubs with outstanding fees for players team and clubs well beyond the due date may forfeit games and be fined \$100 unless the Executive Committee has granted an extension. Club teams ignoring this By-Law and playing players who have not paid their fees do so at their own risk and the Club will be fined \$20 per game that the player/s have played.
- g. All clubs must update their registered players list with any new players names and forward these as well as registration forms and signed codes of conduct to the NTJSA Secretary/Registrar prior to using these players in official Roster games. Registration fees must be paid within 2 weeks or prior to his/her second game. Failure to do so will result in a 3-point deduction from ladder points unless exception is given by the Executive Committee.

Rule Twenty-Five. Team Registrations.

- a. By no later than two weeks prior to opening day each year, all member and affiliated clubs must advise the NTJSA Administration Staff of the number of teams in each age group that they intend to enter in the main roster, and their recommendations on the appropriate age division for each team.
- b. Clubs must submit team registration forms for all teams listing the eligible players for each team along with their dates of birth and registration numbers if available prior to the team taking to the field. Details of any team changes must be submitted to the Player Registration Official in writing and approved by the Executive Committee prior to the first roster match to which the change shall apply.
- c. If a club fails to advise the team details required by this By-Law by the specified date, teams may not be included in the main roster by the NTJSA Administration Staff.
- d. Clubs wishing to enter teams in the roster after the specified date (end of seeding rounds), must first obtain approval from the Executive Committee. If approval is given, the Roster and Match Recorder Official will amend rosters accordingly.
- e. Teams will not be entered into seeding Rosters after the two weeks prior to seeding deadline unless reasons for the failure to enter prior to the specified date are substantial or beyond the control of the club.
- f. Failure to act early enough to determine the availability of players is not sufficient reason for the approval for teams to be entered after the specified date.
- g. An influx of new players resulting from a club's initiatives to develop soccer in their area should be seen as sufficient reason for admittance of a team in the roster after the specified date.
- h. After the completion of each round of the seeding roster the NTJSA Administration Staff shall review roster results from the preceding round and make recommendations to the Executive Committee for the transfer of teams between divisions or age groups, for final approval or retention of existing rosters.
- i. Where the number of teams allow, rosters should be developed on the basis of division.
- j. Within seven (7) days from the two weeks prior to opening day deadline the Presidents of all affiliated clubs shall be advised of the number of divisions in each age group and the number of teams from each club in each division/age group.
- k. The Association's Executive Committee may make exceptions to the above rules depending on the circumstances arising at the time.
- l. A club will not be permitted to enter or play a TEAM higher or lower than their respective age group unless authorization has been granted by the Executive Committee. See rule 42.
- m. Clubs failing to comply with this By-Law will result in the team concerned losing ladder points.

m. SCHOOL PARTICIPATION

Schools may enter teams into the NTJSA Competition by complying with all By-Laws and the association's constitution.

Rule Twenty-Six. Referee's Responsibility after Games.

- a. The Referee is responsible for handing the balls back to the NTJSA or the provider club after the match. The Referee will also record the score after the match, and the goal scorers on the **Referees match report** form, and forward this to the NTJSA Administration Staff or Referees Official immediately after the match.
- b. Misconduct reports must be forwarded **within 48 hours** of the game to the Secretary of the Association or given to the Referee Official who will hand the reports to the Secretary.
- c. At games played away from the NTJSA's complex the **Referees match report** must be filled out at the end of each match the **team score sheet** signed, and handed to the club game's organiser. He/she is to forward all **Referees match reports** to the NTJSA's Administration Staff for approval for payment including the **team score sheets**.

Rule Twenty-Seven. Forfeits.

If for any reason a club forfeits a match, the opposing club will be awarded three points, plus 3-0 goal score, and the offending team shall have the same number of goals recorded against them plus may be fined up to \$50.00.

Rule Twenty-Eight. Grounds Unplayable.

- a. If the ground is unplayable in a club's opinion, for games played away from the NTJSA's complex, that club must notify an Association Executive Member first for advice, then the Ground Manager of the Association or his/her delegate. If the Ground Manager or his/her delegate decides the ground is unsuitable then it is the home club responsibility to notify the Association's Referees Coordinator, the Association's Administration Staff and the opposing club team of either a ground change or a postponement- one day before the game is due to be played.

The Referee may also call off the game if he decides the pitch is unsafe to play on. It is not his responsibility to decide if a game will harm a pitch. That decision will be made between the club/school and the Association's Executive member with the Ground Manager. If no other ground is available the match must be played as the Executive Committee decides, within the roster dates, and points awarded accordingly.

- b. In the event of a wash out the round is abandoned.

c. CANCELLATION OF GAMES

The Association reserves the right to cancel games if after inspection of the grounds and in the opinion of the President and or Executive Committee:

- 1) The grounds are unplayable and dangerous.
- 2) Heavy thunderstorms and lighting.
- 3) Heavy fog or smog.
- 4) Heavy storm or wind.
- 5) Spectators invading the pitch.
- 6) Player, coaches, spectators involved in a brawl or melee.
- 7) Any outside interference which prevents the games being played.
- 8) Any other reason justifying the cancellation of games or games.
- 9) The Association is not obligated to refund any gate fees or part of players registration fees due to some cancellation of games.

Rule Twenty-Nine. Abandoned Game.

- a. If a game is abandoned after 3/4 of its full duration of play, the score shall stand. If the game is called off before or at 3/4 time of play, the match must be replayed within the roster dates and points awarded accordingly.
- b. If a team does not appear for its game due to bad weather or for any other reason without official cancellation of the game, the team will forfeit the game to their opposition as per **Rule 27**.

Rule Thirty. Team/Score Sheets.

- a. With either a single or two **team/score sheets** both Team Managers or Coaches are to complete and sign with the Referee, as per **Rule 30c**.
- b. For the team score sheets to be completed correctly the sheet must include the player's Christian name, surname, strip number, DOB, and registration number. All game details including Club & Team Name, Coaches name, goals scored by team as well as individuals goals recorded next to their name, date, ground number and age group & division.
- c. Only the persons eligible and named on the **team/score sheets** shall be permitted to compete in that game and allowed in the bench area.
- d. Players brought in from other teams to fill in as per **Rule 42** must be listed at the bottom of the **team/score sheets** as per **Rule 30 (c)**.
- e. Any breaches of **Rule 30** will result in the Executive Committee penalising the team concerned as follows

1st Offence - Written warning to Club **2nd Offence** \$25.00 fine to Club **3rd Offence** 3-point deduction from ladder points

Rule Thirty-One. Late Kick Off.

- a. If both teams are ready for kick off and the Referee *as per Rule 2* is at least 5 minutes late, the Coaches *as per Rule 1* should start the game until the Referee is available to take over.
- b. Games **MUST BE SHORTENED** so that they finish at the scheduled time so that the teams scheduled to play next are not inconvenienced.
- c. i) If any team is more than ten minutes late (from the time for which they were rostered to play for the League competition) for the game that they are rostered to play they will forfeit the game to the opposing team which was present by 0-3 as per Rule 27.
- ii) If the team appears on the ground 10 minutes after the scheduled start the game can be played as per section (c) in this Rule as a friendly as the game has been forfeited as per section d. i)

Rule Thirty-Two. Improper Dress.

If any club is reported for improper dress, including any player not wearing any part of his/her club colours, as per **FIFA Current Laws**, it will be reported and a fine may be imposed. Any change of dress, including wearing of tracksuit bottoms (except Goal Keepers) must be approved by the Executive Committee. The Executive Committee as well as the Referees will direct players to wear correct equipment.

The Executive Committee may make exceptions from time to time, depending on circumstances, and impose fines on clubs or players. **Also see By-Law Nine**

Rule Thirty-Three. Numbers and Logos on Shirts.

All shirts worn in the competition must be numbered and team sheet and shirt numbers must correspond. Any club reported for failure to comply may be fined by the Executive Committee. Sponsor's names or logos may be on the **front** or the **left sleeve** of the playing shirt but may be no more than 10cm high. (In the case of a club having a striped playing top, it will be permissible to add a sponsor's name/logo to the back of the top above the number

Rule Thirty-Four. Players Transfer.

- a. A player may transfer during the season, from one club to another, providing it is in accordance with NTJSA Rules. A cancellation form from his/her previous club must be submitted to the NTJSA Registrar signed by both a club representative & the player's parents/guardian. A player will not be permitted to play with their new club until a registration form from the new club has been submitted to the NTJSA registrar and their previous registration has been cancelled by Football Federation Tasmania. (See rule twenty-four (24) h. for new players).
- b. A player will not be allowed to transfer between clubs after 30th June; and if a registration form has been filled out with the original club prior to 30th June (whether or not fees have been paid), the player will not be allowed to transfer unless given permission by the Executive Committee.
- c. At the end of the soccer season a player may transfer to another club without clearance from his/her previous club, but only if all monies and property due to the original club has been returned and paid.
- d. Clubs approached by players from other clubs to register during the season should contact the player's previous club to verify whether any money or property is still owed to that club.
- e. No player is permitted to register with a club if he/she owes any money or property to another club, unless that club gives clearance.

Rule Thirty-Five. Player Transfers from defunct Clubs.

Any player of a club, which becomes defunct, shall be eligible for registration with another club, as per **Rule 34**. The Executive Committee has the right to refuse any club player registration.

Rule Thirty-Six. Unregistered Player.

Any club playing an un-registered player in this competition shall be deemed to have lost all matches in which this player has taken part, and the points shall be awarded to the opposing

team, 3 ladder points will be deducted from team and the result of the game shall be recorded as 0-3 and the player/s may be suspended as per Rule 38, 38.1 and 38.2.

Rule Thirty-Seven. Ineligible to Play.

In the event of a club playing a player, who for any reason other than non-compliance with the provision relating to registration is ineligible to play, the club shall lose all points gained, and the Executive Committee shall award such points to all opposing clubs. Executive Committee will deal with the player and if found guilty the club shall be fined \$50.00 at the discretion of the Executive Committee and the player will be suspended as per Rule 38 (2) t. Also see **Rule 42** in these By-laws.

Rule Thirty-Eight. Cautions/ Send Offs for Players, Referees and Officials.

- a. In the event of a player/official or any other person being sent from the field he/she shall serve a minimum of one match suspension depending on the severity of the offence and as per **Rule 38 1 and 2**. Suspensions will be carried over from one round to the next in the same competition.
- b. 1) In the event of a player/official accumulating three cautions within a season, he/she shall be automatically liable to a one-match suspension.
2). If a player/official is cautioned twice in the same match he/she shall be automatically liable to a one match suspension.
- c. The player/official must serve their suspensions, and in the event of a bye or cancellation of the game, the player/official will serve their suspension in the next match that their team participates in, including the team he/she is playing in as a fill in.
- d. Should a Cup Competition intervene in a regular League roster then the cup game shall be deemed one match provided the player/official would normally participate, including the team he/she is filling in for.
- e. If suspended in a Cup game, the next round of games in the division in which the player's/official team or fill in team participates shall be deemed as his/her suspension round.
- f. When a player/official is suspended during a re-scheduled postponed game or cancelled game, then the following round of matches in that division shall be deemed as his suspension round.
- g. In the event of a player/official being sent from the field in the final match of a competition, the suspension shall be served in the first round in the division his/her team or teams participates in, including opening day which will be counted as one game (providing that the player has registered).
- h. In the event of a player/official being sent from the field of play and having been suspended, this player/official will not participate with his club team or any other team, including Representative teams in any way or form (with the exception of training) for the duration of his/her suspension unless the Executive Committee give permission
- i. The player/official can participate in training games with his/her club team against another team from his/her own Club as long as the NTJSA has not cancelled their membership/registration.
2. The player/official can participate in training games played between two teams of the same squad as long as the NTJSA has not cancelled their membership/registration.
3. They shall not participate in games (competition or friendly) played with their rep team against other rep Teams of the NTJSA or from other Regions.

Rule Thirty-Eight. OFFENCE CODES.

A. Minor infringements - Yellow Card (Caution) Codes

Y1 is guilty of unsporting behavior

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 Referee's permission

Y7 deliberately leaves the field of play without the Referee's permission

B. Serious Infringements - Red Card (Expulsion) 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

Rule Thirty-eight 2. PENALTIES/SEND-OFFS (RED CARDS) for anyone committing Offences against players/team officials/members and game officials, spectators and other ordinary persons

Item	Offence	Minimum Penalty
R1	Serious foul play (e.g. when challenging for the ball)	Auto + 1 match
R2(a)	Violent conduct (e.g. assault on a player when not challenging for the ball)	Auto + 1 match
R2(b)	Violent conduct – serious nature causing or potentially causing significant bodily harm to any person	Auto + 4 matches
R2(c)	Violent conduct – premeditated or prolonged assault or inciting a brawl	Auto + 5 matches
R3(a)	Spitting at an opponent	Auto + 5 matches
R3(b)	Spitting at a Match Official	Auto + 12 months
R4	Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball	Auto
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 penalty kick.	Auto
R6(a)	Uses offensive, insulting or abusive language and/or gesture not directed at a match official.	Auto
R6(b)	Uses offensive, insulting or abusive language and/or gesture against a match official	Auto + 2 matches
R6(c)	Use of discriminatory language and/or gestures, including racist, religious, ethnic or sexist	Auto + 4 matches
R7	Receives a second caution during the same match	Auto

Rule Thirty-eight 3.

Any player/team official/member or spectator committing any offences as outlined above or breaching any of the National Code of Conduct against an NTJSA Official/Club/Team/Match Official, player or members of the public on or off the field within the NTJSA Complex or at any authorized social or playing venues (either being for the NTJSA/Club/Football Federation Tasmania or any other event) will be suspended from matches pending the severity of offence imposed, Offenders will also risk being banned from entering the association's grounds. A life ban as well as a restraining order being taken out against the offender and/or legal action will also be an option.

If any of the above offenses are committed by anyone the NTJSA Executive Committee will exercise their power to increase the minimum sentences as listed above.

Rule Thirty-Nine. Suspension.

- a. Any player, referee or official reported or cautioned shall be entitled to play/officiate until the Executive rules otherwise, but any player/referee/official/member/spectator sent off the field shall not take part in any further matches until their suspension is served in the following round of the competition. Refer **Rule 38 a.**
The suspension will be enforced until such time there is an appeal hearing which overturns or reduces the penalties imposed.
After serving the one match automatic suspension the suspended Player/referee/official/spectator will be entitled to play or come to the grounds until such time as the NTJSA Executive rules otherwise.
- b. If a suspended player, referee or team official who is involved with a junior club leaves the NTJSA Competition to join the senior competition, a notification of the suspension will be forwarded to FFT so that his/her suspension will be enforced in the senior competition.

Rule Forty. Reports being quashed or Out of Order.

No time limit or technicalities will be accepted as a means for any report being quashed or out of order, unless otherwise ruled by the Executive Committee.

Rule Forty-One. Procedures for Reports/Protests /Appeals

1. If the Referee sends a player from the field and/or Team Official and/or abandons the game, and if an authorised NTJSA, Club Official and/or Committee Person deals with a matter and a protest or complaint arises out of any action taken by the above persons or a complaint against a Representative or Club Coach then:
 - a. (i) The Referee and/or the authorised official and/or Committee person or Coach will write the match report and/or any other report and pass or send the reports to the NTJSA Secretary within 48 hours.
(ii) "Official Reports" are the reports received by the NTJSA Secretary (or Club Secretary for Club Matters) within the time allowed in this Rule.
(iii) NO Copies of any reports will be given to any one before the Committee have dealt with the matter.
(iv) In regard to players being sent off from the field of play, a drawing of the field illustrating the position of the players involved and where the offence occurred and where the ball was at the time of the offence. The illustration must be sent with the send off reports (This can be drawn on the back of the report)
(v) Any other matter that requires an illustration of a field or place to make it easy for an incident to be comprehended should also be sent with the report.
 - b. (i) A protest or complaint against any person, player or referees decision or any other decision taken by an authorised official, Committee person or Coach can be lodged in writing and sent to the NTJSA Secretary (or Club Secretary if it is a club matter) and received within 48 hours from the time the incident occurred. Only then will it be considered by the Executive Committee.
(ii) If Club players and or team officials have been involved in any incident a report and any supporting information must come via the Club/school within the specified time and where

Rep players/officials are concerned a report must come via the NTJSA Secretary within the specified time (as per b) I of this rule)

- c. (i) Upon receipt of any reports/protests/complaints, the NTJSA Secretary will advise the President and assess whether or not the matter should be review by the Executive Committee.
(ii) If the protest/complaint is against the President then the rest of the members of the Executive Committee should assess and deal with the complaint.
- d. (i) If the protest or complaint as per section (b) in this law has been forwarded by an eyewitness and that person MUST be present to give direct evidence to support his/her written protest/complaint.
(ii) The same applies for any other supporting correspondence received as evidence as per (i) of this section.
(iii) An official protest/complaint signed by the Secretary from a Junior Member/affiliated Club MUST be supported at a hearing by an authorised Club person who witnessed the incident and a Club Executive must represent the Club.
- e. (i) The findings and decisions handed down by the Executive Committee based on the information it received will be final and binding unless the parties appeal. Any decision reached by the Appeal Panel (Appeal Tribunal Committee.) and penalties imposed/or not must be notified to the Executive Committee. The NTJSA will also have the right to appeal the decisions.
(ii) After the decision has been handed down the NTJSA Secretary (or Club Secretary for Club matters) shall after receiving the Committees report on findings and decisions without delay send copies of the report including the NTJSA's (and/or Club's) official letter informing the parties involved.
- f. (i) Appeals can be received by the NTJSA Secretary (or Club Secretary for Club matters) against the decision handed down by the Executive Committee within 48 hours from the time the parties were notified of the decision either verbally or in writing. Each appeal should be accompanied with a fee of \$50.00.
(ii) The appeal should state: We or I wish to appeal for and stating the grounds and advise of any NEW evidence and eyewitnesses. That individual at the Appeals hearing should support any supporting written evidence given in person.
(iii) Only the Club can officially APPEAL on behalf of players and/or Team Officials.
(iv) Prior to the Appeals hearing the Committee will assess the grounds of the Appeal together with any new evidence to determine if a hearing is justifiable or not and/or to dismiss the Appeal altogether.
(vi) Any findings and decisions made by the Appeal Committee are final and binding, unless appeal by the NTJSA Executive Committee.
- g. If it is a Club internal matter this can be handled by the Club concerned, following the procedures as stated in this Bylaw with the exception of (g) for the Appeals.
- h. If there is an Appeal against the decision taken by a Club the Appeal should then be forwarded to the NTJSA with all documents and evidence so that the grounds of Appeal may be assessed and to hear or dismiss the Appeal.
- i. If the NTJSA receives complaints against a Club it's Committee Members, Team Officials, Players and/or parents the President and/or Executive Committee will direct the complaints back to Club concerned to deal with internally and the Club is to advise the NTJSA as soon as possible in writing of the steps taken and the outcome.

Rule Forty-Two. Eligibility of Players to Play in the NTJSA Competition

- 1. Prior to the commencement of each season, the Executive Committee:
 - a. Shall divide the competition into age groups and shall determine the criteria (based upon the players age) for determining which players are eligible for each age group.
 - b. May divide any age group into two or more divisions, to be entitled numerically.
- 2. Subject to the provisions of clauses 42.3 and 42.4, a player may only play within the age group for which he is eligible by virtue of the criteria determined in accordance with clause 42.1 (a) (herein after referred to as " the players original age group").

3. A player may play in the age group immediately lower than his/her original age group but only if he/she first has the written permission of the Executive Committee in that regard.
4. A player may play in the age group ("the higher age group") immediately higher than their original age group but only in the following circumstances:
 - a. If he/she first has the written permission of the Executive Committee, or
 - b. If the player is not more than 12 months younger than the age which would make him/her eligible for the higher age group, provided that upon the player having played in 3 games in the higher age group, he/she shall then be deemed to be eligible to play in the higher age group for the balance of the season, and shall then not be entitled to play in their original age group unless he/she first has written permission of the Executive Committee, or
 - c. A TEAM will not be permitted to play in an age group lower or higher than their own eligible age group unless authorization has been granted by the Executive Committee. A team with a majority of players playing out of their own age group will not be permitted to play in an age group lower or higher than their own eligible age group unless authorization has been granted by the Executive Committee.
5. Subject to these Rules, a player may, in any game, play in any division or for any team for which they are selected by their club, provided that:
 - a. A player may not play in a team in any of the following games:
 - i. the last 2 League games of the season and/or
 - ii. the last 2 Cup games of the season,
(dependent upon ladder positions, any team finishing below 4th position will be permitted to field a fill in player if needed)
unless that player has during the season and before the relevant game, played at least one half of each of 3 games (irrespective of whether the games are League or Cup games) with that team.
 - b. In the case of age groups which are divided into more than one division the player who, at the end of the seeding rounds is nominated as a member of a team in a division ("the original division") may also play with a team in another division ("the higher division") provided that upon the player having played in three games in another division (irrespective of whether it is for one or more teams), he shall then cease to be eligible to play in the original division at all and shall be eligible only to play in the other division for the remainder of the season. (Refer Rule 42 4a)
 - c. No players will be allowed to play in more than one club team in the same division, with the exception of teams in the lowest division of the lowest age group.
6. A player may play for one club only during the course of the season except in the following circumstances:
 - a. A player may transfer from one club to another club during the course of the season, and may thereafter play with the club to which he/she has transferred, but only if their original Club has first completed an FFA Cancellation form signed by both the Club and the parent/guardian and forwarded to the association registrar. Upon such transfer occurring, the player may not, for the remainder of the season, play for the club from whom they transferred.
 - b. A player registered with a club will not be permitted to play for a different club (other than his/her own) to fill in as player or as a substitute, unless the game is forfeited or is an NTJSA rostered friendly match and after receiving permission from his/her own club. For roster or Cup games they must seek written permission from his/her club and from the Executive Committee. His /her own club will not permit the player to play with another club for Roster or Cup games unless a written permission is given by the Executive Committee. Failure to comply with this rule will result in the club and players being penalised as per **Rule 42 (8)** of these By-Laws.
 - c. Any player part of the Representative programs by their participation thereby agrees to adhere to the Club Swapping Policy provided to them by the NTJSA.

7. Notwithstanding any other provisions of these Rules, a player is not eligible to play in any game within the NTJSA competition unless:
- a. registered as a player with the NTJSA in accordance with these Rules; and
 - b. has paid any relevant fee or levy imposed pursuant to these Rules.
8. In the event that a player who is not eligible to play in a game or for a particular team in a game, by virtue of the Rules, plays in that game or for that team in that game as the case may be, then, upon complaint in that regard by:
- a. the Executive Committee, being satisfied, on the balance of probabilities that such a breach has occurred, shall be entitled to impose any, or any combination of, the following penalties:
 1. find the complaint proved, without taking any further action;
 2. reprimand the player;
 - b. reprimand the club or school for whom the player played the game;
 - c. declare the result of the game invalid;
 - d. order that the game be replayed;
 - e. award such number of competition points to the other team as it deems appropriate;
 - f. reduce the aggregate of the competition points accumulated by the team for which the player played the game by such number of points, as it deems appropriate;
 - g. suspend the player for such number of games, as it deems appropriate.

Rule Forty-Three. Rep. Teams/Eligible Players.

All Registered and affiliated players are eligible for selection in Rep Teams if they are currently playing in the NTJSA competitions.

Rule Forty-Four. Rep Coaches & Rep Team Managers

- a. Rep team Coaching positions for the calendar year will be advertised and appointed by March each year. Should any representative squad be travelling interstate early the following calendar year the NTJSA reserves the right to re-advertise Coaching positions for the travelling team at the conclusion of the current season.
- b. The Rep Team Coaches must hold a minimum of a Skills Training and/or higher coaching certificates and or be experienced senior players willing to obtain accreditation.
- c. All the Representative Coaches applications to coach a Representative Team will be subject to the NTJSA Executive Committee for approval.
- d. All applications must be in writing addressed to the Secretary, unless the Executive Committee rules otherwise.
- e. No individual currently coaching at senior level such as U18's, Premier or Victory League will be considered for a position as a representative coach due to this being considered a conflict of interest.
- f. If, after the appointment of a coach or manager, circumstances come to the attention of the Executive Committee, which in their opinion justify the termination of a coach or manager, the Executive Committee may terminate the coach or manager and appoint a replacement.
- g. A Representative Coach or Rep Team Manager shall not approach any player under their guidance in and endeavor to have them transfer to another Club, whether it be a Junior or Senior Club. Any Coach or Team Manager found guilty of this offence will have their position terminated immediately and be suspended from any NTJSA duties for a period determined by the NTJSA Executive Committee.
- h. A coach shall not be terminated simply because of disagreement with coaching strategies or skill development techniques.
- i. If a coach resigns, the Executive Committee shall appoint a replacement.
- j. If a more experienced Assistant Coach is needed, they may be appointed from a different club to the one the Coach belongs to.

Rule Forty-Five. Working Bee.

All junior clubs are to make available four individuals to assist with any tasks the Association asks the clubs to be involved in.

* Junior clubs are to notify the Executive Committee of inability to attend two days prior to any working bee day, so outside labour can be arranged.

All voluntary working labour is FREE apart from out of pocket expenses and outside labour.

Rule Forty-Six. Disputes.

a. In the event of any disputes in the interpretation of these Rules, the decision of the Executive Committee shall be final and binding.

No Committee Person shall sit or vote on any matter relating to his/her own club.

He/she may only give evidence as a witness on any matter relating to his/her own club.

Rule Forty-Seven. Bringing the Game, the Association, the Clubs and Individuals into Disrepute.

- a. Any club Officials, Players, or members of the Association who bring the game into disrepute, on and off the field of play, during roster games, Rep. games, training, or at organised social events, may be suspended and fined if found guilty.
- b. Any NTJSA member or player found guilty of discrimination, racism or any form of harassment will be suspended and/or fined if found guilty.

Rule Forty-Eight. Annual Events.

- a. The season opening day events to be held in April, date to be advised each year.
- b. Roster first term- from mid April to the end of May.
- c. Roster second term- from mid June to end of August or as otherwise advised.
- d. McDonald's Cup games will be held over 3 days (throughout the season) dates will be nominated by the Executive Committee at the beginning of the season.
- e. Devonport Cup - June, dates to be advised each year.
- f. Launceston Tournament- third weekend of September for all eligible age groups as decided by the Executive Committee. (date of tournament subject to Executive Committee decision)
- g. Hobart Carnival.
- h. Annual Dinner- October, date to be confirmed by Executive Committee by the end of the season.
- i. AGM- in December each year, date TBA, (or within four months from the end of the financial year as per the Constitution).
- j. Any other events will be advised accordingly.

Away Events.

The NTJSA may add or delete events and trips, or change dates and ages from year to year in some of the events.

Rule Forty-Nine. Insurance.

The Association will accept no insurance injury claim if the injury occurred during involvement in non-affiliated sport or activity.

Rule Fifty. Sponsorship.

- a. Member Junior and Affiliated Clubs will not be permitted to approach the Association's sponsors, for sponsorship of products or cash, unless approval is given by the Executive Committee in writing.
- b. Member Junior Clubs should not seek sponsorship from companies or individuals competing with the Association Sponsors.
- c. The NTJSA reserves the right to approve all sponsor logos used on club strips or shorts.
- d. The NTJSA will obtain (at sponsor's cost) and erect the Association's sponsor's signs either on the fence or on the ground.

- e. After the approval by the Executive Committee space will be allocated at NTJSA's Complex for the Member Junior Clubs sponsors signs to be erected. If there is a conflict in sponsor's products then the NTJSA sponsor will over-ride the club's sponsor.
- f. The NTJSA's Sponsors Representatives to be invited free of charge to the Annual Dinner and other social functions. However, if the circumstances require taking a current or a new sponsor for dinner and drinks to obtain or extend the sponsorship for the NTJSA, then the Association will meet the costs.
- g. The cost of organising any tournament named after a sponsor shall be passed on to that sponsor, or should be covered by the sponsorship money paid to the NTJSA by that sponsor.

Rule Fifty. 2. Fundraising

- All clubs', teams or individuals must have:
- a) Permission from the Executive Committee to sell raffle tickets of any sort and for any type of fundraising at the Complex or for games played away from the Complex and or the club's-schools home game grounds and Rep Teams must obtain permission to fundraise in town areas.
 - b) Requirements of the Tasmanian Gaming Commission must also be complied with for raffles etc.
 - c) Persons, teams or clubs who have no permission to sell raffle tickets or to raise funds in areas as **per Rule 50.2 a)** will be asked to leave the ground and clubs and team/group officials may be fined or prosecuted for breaching the Tasmanian Gaming Laws.
 - d) No alcohol or items, which are unsuitable for under-age children, are allowed to be on display at or near the Complex.

Rule Fifty-One. Kiosk.

- a. Full Member Junior Clubs will have first option to operate the kiosk during the soccer season, at rental cost (price to be set at each AGM). Appointment of said club will be made at the AGM in sequence.
Taking as a starting point the year of 1995, the clubs in sequence are: -
 - * **Riverside Olympic Junior Soccer Club**
 - * **Southern Raiders Junior Soccer Club**
 - * **Westside Devils Junior Soccer Club**
 - * **NLE Eagles Junior Soccer Club**
 - * **Launceston Junior Soccer Club**
 - * **George Town Junior Soccer Club**
- b. The nominated club must notify its intention to take up the option- in writing within 30 days. Any club that fails to notify the NTJSA within that time will forfeit its right as an operator and the next full member club selected at the AGM will become eligible and must notify the NTJSA in writing within seven days.
Should no member or affiliated club be interested in running the kiosk the Association will call for tenders from outside parties, or the NTJSA Executive Committee will employ person to operate the kiosk on behalf of the Association.
- c. The nominated kiosk operators and the Association to meet four weeks prior to the season start, re who the sponsors will be in regard to Kiosk products.
- d. The nominated kiosk operator and the NTJSA will sign a lease agreement prior to the start of the kiosk operation.
- e. Kiosk operators who do not support the Association's sponsors will be liable to pay the Association amounts to the value of the lost sponsorship, and will lose the right to operate the kiosk.
- f. The Association will not compensate kiosk operators for lost revenue for any reason, including games cancelled due to bad weather or moved to another venue.
- g. i) The Association will pass on rebates for the sponsor's products sold at the kiosk for sponsorships gained for the playing season only. Failing to sell the sponsor's products from the

- kiosk will forfeit any sponsorship monies and have the risk of losing the right to operate the kiosk.
- ii) With sponsorships gained for Tournaments organised by the Association during or after the playing season, no percentage of sponsorship monies will be paid to the kiosk operators.
- h. Kiosk operators have the right to operate the kiosk from the beginning of the junior soccer season (opening day, roster games, intrastate tournaments, and any other days during Rep. team training or social games) up until the end of the roster season, or the end of August. For the kiosk operators to forfeit the levee costs the club must operate the kiosk on behalf of the Association with all costs associated with (exception of the costs of goods) for Tournaments organized by the Association during or after the playing season and all profits will be passed to the Association together with all true records. While this Sub-Law is in effect this will override Sub-Law (i) in this By-Law. Clubs refusing to take this offer will be obliged to pay the full rental fees.
- i. For any tournaments organised by the Association during the off season the Executive Committee will call tenders for interested parties to operate the kiosk on behalf of the Association, or employ people to operate the kiosk, or lease the right to operate the kiosk to a junior member club or outside party.
- j. Kiosk operators should have insurance policies for loss of cash, and products, and public liability for such cases as food poisoning etc.
- k. Any breaches of this Rule will be dealt with by the Executive Committee, who will take the necessary action against the kiosk operators.
- l. If a company is willing to pay sponsorship money for the right to have their product sold in the Kiosk, the Kiosk Operators must first seek permission from the NTJSA
- m. In the event of either the Club which is running the kiosk for the League season only or the NTJSA securing sponsorship for any products sold in the kiosk, either of the above parties must inform the other regarding the sponsorship prior to accepting any new sponsorship. Each party will receive half the sponsorship gained from the Company for the products sold in the Kiosk for that year only.
- n. Any changes to kiosk rulings should be made after full club rotations.

Rule Fifty-Seven.1 Code of Conduct for Coaches

Whilst performing their duties of a team associated with a member Club or with the NTJSA Coaches will:

1. Attend training sessions and matches at times advised by the Club or NTJSA If unable, for a valid reason to do so, Coaches will inform the Club or the NTJSA Representative Team Officials as soon as is practical.
2. Act respectfully towards the officials of their own and opposing Clubs.
3. Ensure that their registration with the NTJSA is current and that the appropriate accreditation is acquired to the level of competition in which their team is involved.
4. Act respectfully towards match officials at all times. Abusive, insulting or offensive language violent conduct, sexual, racial and other forms of harassment towards any person are totally unacceptable and will not be tolerated under any circumstances.
5. Avoid individual or collective behaviour, which may reasonably be held by spectators to be offensive.
6. Avoid all acts likely to incite spectators to violence or disorder.
7. Make no detrimental statements in public (to others, the radio or media print) in respect of any incidents or Performance against any player, match official, opposition official, club or NTJSA Official or any policy decision of the Club/School or the NTJSA
8. Abide by the constitution and By-Laws of your Club and of the NTJSA
9. Respect the facilities and equipment of their own and opposing Clubs/schools and the NTJSA
10. Ensure that all players in their charge are made aware of their responsibilities under the Code of Conduct and take all reasonable steps to ensure that players adhere to it, taking particular note of Condition 10 of the Players code of Conduct regarding the unacceptability of violent conduct and any sexual, racial and other forms of harassment as defined in some sections of the Constitution and By-Laws.

11. To only play players registered with the NTJSA and the team you are coaching and only players who are eligible to play as per By-Law 42. Give all players reasonable time on the field during the game.

Rule Fifty-Seven.2 Code of Conduct for Officials

Whilst performing their duties of a team associated with a member Club/school or with the NTJSA Officials will:

12. Ensure that their registration with the NTJSA is current.
13. Be aware of and follow the policies and directives of the Club/School and NTJSA
14. Be aware of and perform their duties towards the NTJSA
15. Act respectfully towards match officials at all times. Abusive, insulting or offensive language, violent conduct, sexual, racial and other forms of harassment towards any person are totally unacceptable and will not be tolerated under any circumstances.
16. Avoid individual or collective behaviour, which may reasonably be held by spectators to be offensive.
17. Avoid all acts likely to incite spectators to violence or disorder.
18. Make no detrimental statements in public (to others, the radio or media print) in respect to any incidents against any match official, player, club or NTJSA Official or any policy decision of the Club/School of the NTJSA
19. Abide by the constitution and By-Laws of your Club and of the NTJSA
20. Respect the facilities and equipment of their own and opposing Clubs/schools and the NTJSA
21. Ensure that all players and coaches in their charge are made aware of their responsibilities under the NTJSA Code of Conduct and take all reasonable steps to ensure that players adhere to it, taking particular note of Condition 10 of the Players code of Conduct regarding the unacceptability of violent conduct and any sexual, racial and other forms of harassment as defined in some sections of the Constitution and By-Laws.

Rule Fifty-Seven.3 Code of Conduct for Players

Whilst performing their duties as a member of a team associated with a member Club/school or affiliate of the NTJSA, players will:

22. Attend training sessions and matches at times advised by the Club/School or NTJSA Rep Team Officials. If unable to do so, inform the Coach or Club/School or Rep Team Officials as soon as is practical.
23. Act respectfully toward the officials of your own and opposing clubs.
24. Respect and follow the directions of coaching staff, match and club/school officials.
25. Act respectfully towards match officials at all times. Abusive, insulting or offensive language is unacceptable.
26. Avoid individual or collective behaviour that may reasonably be held by spectators to be offensive.
27. Avoid all acts likely to incite spectators to violence or disorder.
28. Make no detrimental statements in public in respect of the performance of any match officials.
29. Make no statements in public in respect of any policy decisions of the Club/School or of the NTJSA
30. Respect the facilities and equipment of their own and opposing Clubs/schools and the NTJSA
31. Take notice that violent behaviour towards any player, match or Club/School official or spectator is at all times unacceptable and renders a player liable to serious consequences, as is any sexual, racial and other forms of harassment as described in some sections of the NTJSA Constitution and By-Laws.

Rule Fifty-Eight. Breaches of the Code of Conduct.

- a. Members and officials who breach the Code of Conduct are to be informed of the breach if they are unaware of the fact. In serious circumstances that breach must be reported to the Association's Executive Committee.
- b. Members and officials breaching any of the codes, or being the subject of a complaint by a third party shall be called upon to explain their actions. If proven, the member or official may be subject to disciplinary action.
- c. Any breaches of the Code of Ethics, the Code of conduct, By-Laws and Rules and constitution of the Association by any member, will be dealt with accordingly.

Rule Fifty-Nine. National Code of Conduct for Spectators.

1. Act respectfully towards match officials at all times. Abusive, insulting or offensive language, violent conduct, sexual, racial and other forms of harassment towards any person are totally unacceptable and will not be tolerated under any circumstances.
2. Avoid individual or collective behaviour that may reasonably be held by spectators to be offensive.
3. Avoid all acts likely to incite spectators to violence or disorder.
4. Make no detrimental statements in public (to others, the radio or media print) in respect of any incidents or performance against any player, match official, opposition official, club or NTJSA Official or any policy decision of the Club or the NTJSA
5. Never ridicule or unduly scold a child for making a mistake;
6. Respect the rights, dignity and worth of every person regardless of their gender, ability, race, color, religion, language, politics, national or ethnic origin;
7. Comply with any terms of entry to a venue, including bag inspections, prohibited and restricted items such as flares, missiles, dangerous articles and items that have the potential to cause injury or public nuisance.
8. No individuals will enter the field of play or its surrounds without lawful authority and conduct themselves in a manner that enhances, rather than injures, the reputation and goodwill of NTJSA and football generally.

Rule Sixty- Cyber Bullying Policy.

The NTJSA, it's member clubs and associate member clubs advises all participants, including players, parents, coaches, supporters and administrators that Cyber Bullying in any format is totally unacceptable behavior within in our Association. This includes any form of discrimination, harassment and abuse utilizing the following.

SMS. Social Media. E-mails. Blogging Sites/Forums. Club websites & Forums

Any breach will be treated seriously and investigated fully. Appropriate citing's and penalties will be awarded for this type of behavior. Penalties, such as expulsion from a club or a ban from entering Churchill Park may be imposed.

Any person who does not comply with this Spectator Code of Behavior or who otherwise causes a disturbance may be evicted from a venue and banned from attending future Matches

Any player/team official/member or spectator committing any offences as outlined above or as outlined in Rule Thirty-Eight (38) 3. or breaching any of the **National Code of Conduct.** against an NTJSA Official/Club/Team/Match Official, player or members of the public on or off the field within the NTJSA Complex or at any authorized social or playing venues (either being for the NTJSA/Club/Football Federation Tasmania or any other event) will be suspended from matches

pending the severity of the offence imposed, Offenders will also risk being banned from entering the association's grounds. A life ban as well as a restraining order being taken out against the offender and/or legal action will also be an option.

If any of the above offenses are committed by anyone the NTJSA Executive Committee will exercise their power to increase the minimum sentences as listed above.

These Rules numbered from one up to and including Rule Fifty-Eight were adopted on a two thirds majority at a Special General Meeting of the Association held on the 31st day of November 1995.

Again, amended on the 23rd April 1997, and 8th April 1998.

Amended on the 16th February and 8th March 2000.

Amended on the 13th June 2001

Amended on the 13th February 2002 and 13th March 2002

Amended on the 14th, 21st November 2002

Amended on the 12th February 2003

Amended on the 27th January 2004

Amended on the 1st.March 2008

Amended on the 28th July 2010

*Amended on the 28th Nov 2012 **Rule Forty-Four (f)***

Amended on the 13th of March 13, 2014 Rule 48 & 60

Amended on the 10th of December 2014

Amended on the 26th of February 2018

Amended on the 28th of May 2019

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These Rules and By-Laws may be amended from time to time by the Executive Committee without notice.