



# **COMPETITION OPERATING REGULATIONS**

## **Specific to the Junior Development League**

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### **Application**

These Competition Operating Regulations specify the requirements and regulations specific to the Junior Development League. These regulations are to be implemented in conjunction with the Football Australia Statutes and Regulations and Football SA Competition Rules and Regulations.

In the event of inconsistency between these regulations and any other Football Australia or Football SA regulations, the interpretation will prevail in the following order;

- i) Football Australia Statutes
- ii) National Registration Regulations
- iii) National Disciplinary Regulations
- iv) Football SA Competition Rules and Regulations
- v) These Regulations

### **Scope**

These regulations apply to:

- i) participating teams, players and officials participating in the Junior Development League.

### **Definitions**

#### **Abandoned**

Is a fixture which has failed to commence for any reason or did commence but was stopped by the Match Official prior to the game concluding.

#### **Amateur Player**

Is any Player that is not a Professional, as defined in article 3.1. of the National Registration Regulations.

#### **Away Team**

Is a team or club not playing the fixture or match at its home ground and / or appears second on the fixture list where a match is conducted at a neutral venue.

#### **Club**

Means an entity affiliated to Football SA for the purpose of playing football in the Competitions.

#### **Club Associate/Official**

Is any person involved with the administration, management or organisation of a Club (whether paid or unpaid), including employees, contractors, directors, representatives and volunteers.

#### **Coach**

Is any person with the required coaching qualifications, registered with Football SA and is appointed to a football team.

#### **Competition Administrator**

Is a person appointed by Football SA to administer a competition.

#### **Competition Fixtures**

Are the matches scheduled and sanctioned by Football SA that form a competition.

#### **Cup**

Are knockout competitions conducted by Football SA.

**Cup Fixtures**

Are the matches scheduled and sanctioned by Football SA that form a cup competition.

**Football Australia**

Is the governing body for football in Australia.

**Fixture**

Is the scheduling and sanctioning of a game of football involving two teams as part of a competition.

**Football SA**

Is the governing body for football in the state of South Australia.

**Forfeit**

A match or fixture that is awarded to one team due to another team not fulfilling their competition obligations.

**Goal Difference**

Is the difference between the number of goals scored by a team (Goals For) and the number of goals scored against the team (Goals Against).

**Home Team**

Is a Team or Club playing the Fixture or Match at its home ground and/or appearing first on the fixture list in a match that is conducted at a neutral venue.

**Host Club**

Means a Club which hosts competition fixtures at their home venue regardless of whether the club is participating in the fixture.

**Interchange**

Is the ability to replace one player for another player during a game. Interchange permits a player that has been replaced to come back into the game when required.

**Junior Player**

Is a player that is Under 18 and participates in the Football SA Junior Competition.

**Laws of the Game**

Means the official laws of the game of football and futsal as proclaimed by FIFA.

**Match**

Is a fixture sanctioned by Football SA.

**Match Official**

Is a referee, assistant referee or fourth official who has been appointed by Football SA to take responsibility of a match.

**Match Report**

Is a written report submitted by a Match Official or Club Official providing details relating to a game.

**Participant**

Is a Player, Team Official or Match Official.

**Player**

Is any person who participates in a Match (irrespective of whether he or she is registered with Football Australia, junior or senior or an Amateur or Professional).

**Postponed**

Is a game that has not been played for any reason and is intended to be rescheduled.

**Registered**

Is a person that is registered in accordance with Football SA rules and regulations.

**Spectator**

Is a person that attends a Match.

**Substitution**

Is the ability to replace one player for another player during a game. Once a player has been replaced, the player that has come off, is not permitted to return to the game.

**Suspension**

Is a ban from attending and/or participating in matches and/or competitions sanctioned by Football SA.

**Team**

An individual group of Players and Officials nominated by a Club to represent the Club in a Competition.

**Team Official**

Any person involved with the management, preparation or participation of a Team (whether paid or unpaid), including the coaches, managers, medical staff, other support staff or any other person acting for or on behalf of a Club or association.

**Technical Area**

Is a designated area where team officials and substitutes are located during a game. Minimum requirements of a Technical Area are outlined in relevant Competition Operating Regulations.

**Trial Match**

Is a fixture that is sanctioned by Football SA that is played by two Clubs which does not form part of a Football SA Competition.

**1. Enforcement of Rules**

The Junior Development League shall be subject to all of the Football SA Competition Rules, unless specified. These rules are specific to the Junior Development League.

**2. Team Nomination Requirements**

- (1) Clubs that participate in the Senior Men's and Women's Competition are strongly encouraged to field junior development teams in line with the National Premier League (NPL) and State League Competition Requirements.
- (2) Clubs that participate in the Senior Men's National Premier League or Women's National Premier League are strongly encouraged to field a team in each of the following age groups
  - (a) Boy's (U10, U11, U12 and U14)
  - (b) Girl's (U11 and U13)
- (3) Clubs are only permitted to submit one team per each of the above age groups.

**3. Coaching Requirements**

- (1) All coaches appointed to coach within the Junior Development League are required to hold a minimum accreditation of a Football Australia C Licence.
- (2) Any exemptions to this rule must be submitted with Football SA prior to nominations.
- (3) All coaches are required to attend two development workshops at Football SA. One will take place prior to the season with the other taking place at the conclusion.

**4. Age Eligibility**

- (1) A junior player is defined as a player that is 17 and Under during the year.
- (2) The following age eligibility shall apply to the Junior Development League 2023 season:
  - (a) U14 players will be 2010 born (or younger)
  - (b) U13 players will be 2011 born (or younger)
  - (c) U12 players will be 2012 born (or younger)
  - (d) U11 players will be 2013 born (or younger)
  - (e) U10 players will be 2014 born (or younger)
- (3) A maximum age for all junior competitions has been set. A player who exceeds the maximum age may only be considered for an exemption to the maximum age based on medical grounds. This may also include players with a learning difficulty. To be eligible for consideration, the club must complete 'Application for a Player to Play Down an Age Group'. This application must also include a letter from a qualified medical practitioner or a teacher. The decision to grant an age exemption will be at the discretion of Football SA based on the application.
- (4) A Club may request an exemption for a player which exceeds the maximum age limit based on geographic location of the Club and restricted and limited access to other Clubs.
- (5) A minimum age to participate in each age group has not been set. The club and parent or carer are responsible for ensuring that the player is played according to their capabilities.

**5. Duration of Game:**

- (1) All games will involve three 20-minute increments with a 5 minute break in between.

**6. Player Registration**

- (1) All players must be registered to participate in the Football SA Competitions. It is the responsibility of the club to ensure that a player is registered prior to them being played.
- (2) The registration of a player is to be completed using the online Football Australia Registration System. A process of self-registration will be used, requiring the player and parent or carer to go online and register. Full details relating to the registration process will be provided to clubs on annual basis.
- (3) All players must be registered each season in accordance with the process notified by Football SA on an annual basis.
- (4) A player can only be registered with one Football SA club.
- (5) A player must be registered in accordance with Clause 6.2, prior to participating in any game in a sanctioned Football SA Competition. For the avoidance of doubt, a player may register at any time leading up to the first competitive game of the season that the player participates in.
- (6) New players are able to register at any point throughout the season.

**7. League Formation**

- (1) All league formations shall be formulated by Football SA on an annual basis following receipt of team nominations. In addition to clubs nominating teams, Football SA Development Squads may also be included into the competition structure at the discretion of Football SA.
- (2) The number of teams placed into any one league will be at the discretion of Football SA. Where possible, no less than 4 teams and no more than 10 teams will be placed into any one league.
- (3) The formulation of the Junior Development League structures is at the discretion of the Football SA.

**8. Movement of Players**

- (1) Players may move freely across competitions if they are registered and age eligible.

**9. Match Fixtures and Results**

- (1) All games will be played at night, either on a Wednesday or a Friday. The home team will be able to determine what night these games are played.
- (2) If a club wishes to change the date, time and/or venue of a match fixture, the club must submit in writing the requested change and the reasons for the change. This request must be provided to Football SA no later than 14 days prior to the scheduled game. If the request is granted, Football SA will notify the participating clubs via e-mail. Any changes will be at the discretion of Football SA.
- (3) If a club does not submit a request for a change of fixture within the timeframe outlined in Clause 9.1, a change may only be granted if both teams involved in the fixture agree to the requested change and the requested change is provided to Football SA seven (7) days prior to

the fixture. No requests will be sanctioned by Football SA outside of the seven (7) day timeframe unless there are exemptional circumstances that exist.

- (4) Final approval for any changes to fixtures will be at the sole and absolute discretion of Football SA.
- (5) No scores will be recorded for the Junior Development League.

**10. Interchange of Players**

- (1) The Junior Development League shall permit the interchange of players in all age groups.
- (2) The following interchange procedure shall apply:
  - (a) An interchange may only be made in the “interchange zone” which shall be on 1 side of the field of play, extending for 1 metre on either side of the halfway line;
  - (b) A team shall only use an interchange player who is named on the team sheet;
  - (c) An interchange shall only be made when the ball is out of play, or at a stoppage of play and is permitted by the Match Official;
  - (d) When making an interchange, the following conditions shall be observed:
    - (i) the player leaving the field shall do so by crossing over the interchange zone;
    - (ii) the interchange player shall not enter the field until the player leaving the field has passed completely over the interchange zone;
    - (iii) the interchange player shall enter the field by crossing over the interchange zone; and
    - (iv) when the interchange is complete, the interchange player becomes a player and the player who was replaced ceases to be a player.
  - (e) The number of interchanges that may be made during a match is unlimited, a player who has been replaced may return to the field by being interchanged for another player; and
  - (f) The referee may caution any interchange player who enters the field of play before the player being replaced has completely left the field. An Interchange player may also be cautioned if they enter the field from a place other than the interchange zone.

**11. Non-Attendance of a Referee**

- (1) Where possible, Football SA will appoint a Referee to all fixtures.
- (2) If a Referee is not appointed to a game, Football SA will, where possible, notify all clubs prior to the fixture being played.
- (3) If an appointed Referee does not attend the match, both clubs must inform Football SA within 48 hours of the scheduled fixture.
- (4) In the absence of an appointed Referee, the two teams shall undertake the following process:
  - (a) Prior to all games, Football SA will, where possible, notify all clubs via e-mail of the games that will not receive an appointed Referee;
  - (b) Where a Referee is not appointed, the **home team** will appoint a Club Referee. A team has no right to request the match be postponed due to the appointment of a Club



Referee. Any team who refuses to take the field of play shall be deemed to have committed a breach of Rule 30, Walk-Offs, page 17 of the Football SA Competition Rules and Regulations;

- (c) If a club referee is appointed, they must ensure that both teams have completed a team sheet;
  - (d) The club referee must ensure that they receive the team sheets from both teams prior to the commencement of the game. No game should proceed until the team sheets have been provided;
  - (e) The club referee has the same decision-making capacity as an officially appointed referee. This means that they can enforce cautions, send-offs and submit any reports regarding team and/or spectator behaviour and
  - (f) On completion of the game, the club referee must ensure that the team sheet is completed by including, where required:
    - (i) Cautions and red cards
    - (ii) Player injuries
- (5) The home team is responsible for obtaining the team sheets from the referee and forwarding them to Football SA within 24 hours.
- (6) A club that has a grievance or complaint following a game where there has been no appointed Match Official must submit a report to the Football SA within 24 hours.

## **12. Minimum Ground Requirements**

- (1) All Junior Development League matches will be played in accordance to the Football SA 9v9 Playing Format/Rules. The amendment being that of an 8v8 playing format.
- (2) Clubs shall have sufficient pitches for the teams nominated (eg. 1 pitch for every 4 teams).
- (3) For player and public safety, adjacent pitches shall have at least 3 metres space between each pitch, unless approved by the Competition Administrator;
- (4) Must have a minimum size field in accordance with the Junior Development League Playing Format/Rules;
- (5) All clubs must have changing room facilities accommodating for the home team, away team and Match Officials;
- (6) Club grounds shall have female and male toilet facilities, and designated non-smoking areas and alcohol-free areas;
- (7) Club grounds must enable emergency vehicles to gain access to all fields;
- (8) The club must have a fully supplied first aid kit for each team that they field and a designated person, with first aid qualifications, to administer the first aid;

- (9) If there is no spectator fence fully enclosing the playing field, the home club shall mark a boundary line not less than 2 metres outside the touch lines and the goal lines. It is recommended that spectators are located behind a physical barrier i.e. roping of the sideline;
- (10) Where there is no spectator fence, spectators where possible are to be located on the opposite side to the technical areas. Where this is not practical, spectators are to be located at least a minimum of 5 metres from the technical areas.

### 13. Match Balls

- (1) All clubs must use the match ball type and brand as stipulated by the Football SA on an annual basis.
- (2) Each team must use the match ball size suitable to the age group:
 

(a)	Under 10	Size 4
(b)	Under 11	Size 4
(c)	Under 12	Size 4
(d)	Under 13	Size 5
(e)	Under 14	Size 5

## Penalties and Fines

### 20. Scale of Penalties

Unless otherwise specified in the rules and regulations, the following penalties will be applied.

- |                     |  |
|---------------------|--|
| <b>Level 1 fine</b> | A fine of \$50.00 for the first offence and \$100.00 for a second offence within 12 months.              |
| <b>Level 2 fine</b> | A fine of \$100.00 for a first offence and a fine of \$200.00 for a second offence within 12 months.     |
| <b>Level 3 fine</b> | A fine of \$200.00 for the first offence and a fine of \$300.00 for the second offence within 12 months. |
| <b>Level 4 fine</b> | A fine of \$500.   |
| <b>Level 5 fine</b> | A fine of \$1,000  |

### 21. Summary of Fines

Penalties relating to breaches of rules and regulations and operating guidelines are stipulated at the end of each rule or regulation where a penalty is applicable. The above scale of penalty is to be implemented unless otherwise stated.

#### (1) Withdrawal of Teams

- (a) Prior to the generation of fixtures;

Penalty: Level 3 Fine

- (b) Post nomination submission as outlined above  
Penalty: Level 3 Fine

- (c) Following the commencement of the season

Penalty: Level 4 Fine

(2) **Junior Competitions Forfeit of Games**

A club that forfeits a game will incur a fine. The amount of the fine will vary depending on if the club has provided notification or no notification to Football SA and the number of games that the team has forfeited during the season. The following fine schedule will apply to all games that are forfeited. Football SA may at its absolute discretion not implement a forfeit penalty if there are exceptional circumstances

- (a) No Notification to Football SA  
Level 3 Fine plus half the referee fees
- (b) Notification to Football SA  
Level 2 Fine

(3) **Participation of an Unregistered, Ineligible and/or Suspended Player or Team Official.**

Penalty: Level 3 Fine

The fine outlined above is in addition to the penalty outlined in the Competition Rules and Regulations for playing an unregistered, ineligible and/or suspended player.

(4) **Team Sheets**

- (a) Incomplete Team Sheets \$25.00 per offence
- (b) Altering a team sheet once a game has commenced Level 2 Fine
- (c) Playing a player not listed on the team sheet Level 2 Fine
- (d) Not providing a Team Sheet Level 2 Fine

(5) **Match Balls**

- Use of Incorrect Match Balls Level 2 Fine

(6) **Ground Stewards**

- Not providing required number of Ground Stewards Level 2 Fine
- As outlined in Football SA Competition Rules and Regulations

(7) **Yellow and Red Card Fines**

- Red Card issued to player \$50 for each offence
- Dismissal of a Team Official from the Technical Area \$50 for each offence

**(8) Appeals**

A club may appeal a decision of the Football SA or Disciplinary and Appeals Committee. If the appeal is successful, that is the Disciplinary and Appeal Committee finds that there has been no breach of Competition Rules and Regulations and imposes no sanctions, Football SA will reimburse 100% of the appeal fee.

**Example 1**                      A club appeals the findings of the Competition Department, a player is issued with a three-match suspension for a R1 offence. The Appeal Committee on hearing the evidence reduces the sanction to two matches. This would not constitute a reimbursement of the Appeal Fee as a sanction is recorded.

**Example 2**                      A club appeals the findings of a Disciplinary Committee who implemented a \$1000 fine for breach of spectator code of conduct. The Appeal Committee on hearing the evidence finds that the club undertook every possible action to prevent the breach and is found not guilty. The club would be entitled to a refund of the Appeal Fee.

**Appeal Fee**                      \$250