



**FOOTBALL
INTEGRATION
DEVELOPMENT
ASSOCIATION**

**SCHEDULE 2
COMPETITION REGULATIONS
(2025)**

CONTENTS

	Page
Part A – Definitions, Interpretation & Variation	
1. Pre-Amble	5
2. Laws of Australian Football	5
3. Purpose of Competition Regulations	5
4. Interpretation	5
5. Alteration to Competition Regulations	5
Part B – Eligibility & Registration	
6. Eligibility	6
7. Registration	7
8. Local Interchange Permits	7
9. Assumption of Risk	7
10. Penalty for playing Non-Permitted Players	7
Part C – Player Points & Transfers	
11. Objective of Player Points	8
12. Points Allocation	8
13. Transfers	9
Part D – Football Competition	
14. Points Allocation	10
15. Ladder	10
16. Winning Margin Cap	11
17. Match Ratio	11
18. Failure to Fulfill Engagement (Forfeits)	11
19. Match Unable to Proceed	12
20. Incomplete Season	12
21. Modified Rules	13
Part E – Fixturing	
22. Schedule of Matches	13
23. Application of Time-Off	14
24. Alterations to Published Fixture	14
Part F – Grounds & Facilities	
25. Playing Surface	15
26. Goal Post Padding	15
27. Identifying Areas on the Playing Surface	15
28. Relocation of Centre Square	15

29.	Scoreboard	15
30.	Grounds	16
31.	Ground Inspections	16
Part G – Match Provisions		
32.	Home Club Obligations	16
33.	Exclusion Zone	17
34.	Team Sheets	17
35.	Publications	17
36.	Permitted Playing Numbers	17
37.	Evening Up	18
38.	Use of Stretcher	19
Part H – Discipline & Reporting		
39.	Order Off	20
40.	Reporting Players & Officials	21
41.	Independent Tribunal and Match Review Procedures	22
Part I – Finals		
42.	Finals Qualifications	22
43.	Drawn Match during Finals	23
Part J – Match Officials		
44.	Permitted Persons	23
45.	Coaches	24
46.	Team Managers	24
47.	Runner	24
48.	Medical Officers	25
49.	Water Carriers	25
50.	Timekeeper	25
51.	Umpire Escort	26
52.	Care Providers	26
Part K – Umpires		
53.	Club Supplied Umpires	26
Part L – Uniform		
54.	Club Uniforms	27
55.	Player Boots, Jewellery & Protective Equipment	27
Part M – Footballs		
56.	Footballs	28

Appendix 1	Match Day Preparation Checklist and Volunteer Support Requirements	29
Appendix 2	Official Team Manager Match Day Checklist	30
Appendix 3	Country Conference Match Day Checklist	31

PART A – DEFINITIONS, INTERPRETATION AND VARIATION

1. Pre-Amble

- 1.1 The FIDA Competition Regulations shall be read in conjunction with –
- 1.1.1 Statement of Rules of the Football Integration Development Association Incorporated
 - 1.1.2 FIDA By-Laws & Associated Schedules
 - 1.1.3 Laws of Australian Football
 - 1.1.4 National Community Football Policy Handbook (or equivalent) where adopted by FIDA)

2. Laws of Australian Football

- 2.1 All football games shall be played in strict accordance with the “Laws of Australian Football” as determined by the AFL, unless otherwise advised by FIDA.
- 2.2 Unless otherwise specified in these By-Laws, the “**Laws of Australian Football**” shall apply in all games. Where discretion is available under the “**Laws of Australian Football**” for controlling bodies to nominate rule variations, the Board shall notify each club of the “**Laws of Australian Rules Football**” applicable to the League in each season.

3. Purpose of Competition Regulations

- 3.1 The Competition Regulations explain how a Match of Australian Football is played and seek to attain the following objectives:
- 3.1.1 to ensure that the game of Australian Football is played in a fair manner and a spirit of true sportsmanship; and
 - 3.1.2 to prevent injuries to Players participating in a Match so far as this objective can be reasonably achieved in circumstances where Australian Football is a body contact sport.

4. Interpretation

- 4.1 In the interpretation of these Competition Regulations, unless the context requires otherwise:
- 4.1.1 words importing the singular shall be deemed to include the plural and vice versa.
 - 4.1.2 words importing any gender shall be deemed to include the other gender.
 - 4.1.3 headings are included for convenience only and shall not affect the interpretation of these Laws; 5
 - 4.1.4 “including” and similar words are not words of limitation.
 - 4.1.5 any words, terms or phrases defined in the remainder of these Laws shall have the meaning prescribed within the Law.
 - 4.1.6 words, terms or phrases not otherwise defined in these Laws shall be given their ordinary meaning; and
 - 4.1.7 a reference to “careless” or “carelessly” may be interpreted as a reference to “negligent or reckless” or “negligently or recklessly” (as applicable).

5. Alteration to Competition Regulations

- 5.1 The League may, in using reasonable discretion, alter, vary or waive the requirements set out in these Competition Regulations relating to FIDA football competitions.

PART B – ELIGIBILITY & REGISTRATION

6. Eligibility

6.1 General

6.1.1 No Player shall be eligible to play for a Member Club in any League Match:

- a. Who does not meet the FIDA eligibility criteria and deemed to be an Eligible Player or Allowed Player
- b. Who has not received an official exemption to participate in the League as an Exempt Player
- c. Who is not a duly registered playing member of that Member Club or the holder of a permit to play.
- d. Who is under any disqualification or who has not paid any fine imposed by the League or any other Football League.
- e. Unless they have obtained all required transfers and permits.
- f. Unless they have attained the age of fourteen (14) year old by April 1st during that person's first year of registration with the League.
- g. Unless they have provided the League with an annual medical clearance to participate as an over 40 player.

6.2 Player Eligibility Criteria

6.2.1 Eligible Players

A Player will be deemed as **ELIGIBLE (E)**, for the purposes of participation in FIDA, if:

- a. The participant meets the Sport Inclusion Australia (SIA, formerly AUSRAPID) classification, or can provide evidence of this classification in the past.

6.2.2 Allowed Players

A Player will be classified as **ALLOWED (A)** for the purposes of participation in the FIDA Football League, they meet **ONE (1)** of the following requirements:

- a. Attended a Specialist School
- b. Proof of Disability Support Pension or NDIS registration under the category of Intellectual Disability.
- c. Registration with a Disability Service Provider under the category of Intellectual Disability.

If a player attended a Mainstream School with funded Educational Support under the category of Intellectual Disability in the *Program for Students with Disabilities* (PSD) or similar additional supporting documentation of their Intellectual Disability may be requested by the FIDA League as evidence.

6.2.3 Exempt Players

A Club may seek an **EXEMPTION (X)** for a Player where a participant does not meet the above eligibility requirements but believes FIDA provides the most appropriate opportunity for them to participate in a suitable football program.

- a. Clubs **MUST** apply to the FIDA Permit Committee for an exemption to participate in the League.
- b. FIDA may request that the Player provide additional information, or be observed in participation, to determine if the Player is to be granted a FIDA Player Exemption to participate. This exemption may only be granted because of Disability and/or impairments restricting participation in other community football programs.
- c. All Clubs may be provided with a list of any Players who do not meet the requirements but are granted an **EXEMPTION (X)** to play by FIDA upon request.

FIDA Player Exemption may be revoked if FIDA believes the Player's ability and/or behaviour is not appropriate to participate within FIDA. For more information on submitting a **FIDA Player Exemption Form**, please contact the FIDA Management to discuss.

6.2.4 Misrepresentations

Any Player or Member Club representative who makes any misstatement or misrepresentation in applying for eligibility or exemption within FIDA may be dealt with by the Board.

7. Registration

- 7.1 This regulation should be read in conjunction with the AFL's National Player Registration and Transfer Regulations.
- 7.2 A Player must complete their annual registration to the official FIDA database (PlayHQ) to be eligible to play in any fixtured Match approved by the League
- 7.3 Notwithstanding any of these Regulations, the League may withdraw the ability of a Player to play in the League and in that event, shall notify the Player's Member Club.
- 7.4 New registrations and Transfer Requests must be received by FIDA Management **before 12:00pm on the Friday** preceding that round of Matches.
- 7.5 New registrations and Transfer Requests **WILL NOT** be received on Match days

8. Local Interchange Permits

- 8.1 All FIDA players **MUST** be registered with a FIDA club
- 8.2 Registered players may seek a local interchange permit with any mainstream league with which **FIDA has an interchange agreement to play football with a mainstream club.**
- 8.3 Players may not be permitted into a FIDA club from a mainstream club
 - 8.3.1 Players seeking to be permitted into FIDA under a local interchange permit may apply for an exemption under exceptional circumstances.
- 8.4 FIDA maintains the ability to cancel and/or review any player interchange permit throughout the season.

9. Assumption of Risk

- 9.1 By signing the Official FIDA Registration Form (through PlayHQ) or having a parent/guardian or club representative complete registration on the players behalf, the Player acknowledges and agrees that:
 - 9.1.1 Australian Football is a vigorous body contact sport in which physical injury may occur from time to time.
 - 9.1.2 They are none-the-less desirous to playing Australian Football for the Club.
 - 9.1.3 They take upon themselves the risk (both physical and legal) of injury arising while training or participating in the game of Australian Football. This is inclusive of players participating within the League as Non-Tackle Players.
 - 9.1.4 All the information provided in the Official FIDA Registration Form is true and correct and does not seek to gain registration by omission of relevant information

10. Penalty for playing Non-Permitted Players

- 10.1 Any Player, Member Club Official or Member Club Match Day Official who makes any misstatement or misrepresentation or omits any material particulars in the registration process may be dealt with by the Board or CEO. Penalty refers to FIDA By-Law 21.
- 10.2 Where it is found that a Member Club has allowed, whether knowingly or not, a Player, Coach or Official to play or officiate in any Matches where that Player, Coach or Official is:

- 10.2.1 not registered with the League.
- 10.2.2 not permitted to participate with that Member Club.
- 10.2.3 is under suspension.
- 10.2.4 not accredited.
- 10.3 shall be dealt with by the League as per FIDA By-Law 21.

PART C – PLAYER POINTS & TRANSFERS

11. Objective of Player Points

- 11.1 The control of player movement has been identified as being a significant issue with regards to the equalisation and evenness of the league.
- 11.2 The player points policy aims at providing mechanisms that will assist in minimising the impact of player movement on the competitiveness of the competition, without contravening the National Transfer regulations.

12. Points Allocation

12.1 Base Categories

Community Player	Any player participating in the FIDA Conferences that does not fit into any higher category	2 Points
Mainstream Player	Any player participating in the FIDA Conferences that is permitted into or out of the FIDA League to a mainstream football club via a Match Day or Local Interchange Permit	3 Points
State Representative Player	Players selected to represent any state at the AFL Open (formerly National Inclusion Carnival) within the last 5 years	4 Points

12.2 Points Increases

- 12.2.1 Players may have their base category increased by one (1) point for each of the following criteria they meet.

All-Australian	A Player selected in the AFL Open All-Australian Team within the last 5 years
Direct Competition	A Player that transfers to a team in which they will compete against their previous team
Multi-Club Player	A Player that has been registered at 3 different clubs within the last 4 years

- 12.2.2 **Direct Competition Transfers:** A player that transfers to another club will not be considered in direct competition if at the time of their transfer the club they are transferring is not in direct competition, but later changes to the Grades and Fixtures means they will be in direct competition.

12.3 Points Decreases

- 12.3.1 Players may have their final points allocation decreased by one (1) point for each of the following criteria they meet.

Country Conference	a. A player seeking to move from a FIDA Country Conference into the Metropolitan Conference
--------------------	---

	b. A player seeking an internal league permit to participate in BOTH a country conference and Metropolitan Conference
--	--

12.4 **Reassessment**

12.5 Clubs may make an application in writing to the League Administrator for a reassessment of a player's point value where extenuating circumstances may apply.

12.5.1 The application must address the reason for reassessment, and any supporting evidence should be submitted with the application.

13. **Transfers**

13.1 Regarding the process of transfers FIDA applies the Section 3 of the National Community Football Policy Handbook.

13.2 **FIDA Transfer Window**

13.2.1 where players want to transfer between FIDA clubs, the allowed window will close following Round 3 of each year, or as otherwise determined by FIDA in advance of the commencement of the Season.

13.2.2 Players wanting to request a transfer between FIDA Clubs from the conclusion of Round 3 to 30 June will need to make a specific request to FIDA.

13.2.3 All other transfers into and out of FIDA are subject to the National Community Football Transfers Policy.

13.3 **Transfer Points Allowance**

13.3.1 FIDA Clubs are subject to a ten (10) point transfer cap in any given season.

13.3.2 Clubs may use these ten (10) points in whatever manner they deem appropriate but may not exceed this cap.

13.3.3 For the avoidance of doubt FIDA Operations will approve the first ten (10) points worth of players submitted for transfer in the competition management system (PlayHQ). Clubs are recommended to consider their transfer points allocation before submitting transfer requests.

13.4 **Allowance Dispensation**

13.4.1 Clubs that have teams that have less than ten (10) registered players and have already reached their maximum of ten (10) points of transfer players can apply in writing to the League Administrator for dispensation to the maximum of ten (10) points for transfer players.

13.4.2 Applications for increase transfer points dispensation may not be applied before 1 March each year

13.4.3 If the application is approved, the additional players, cannot take the team numbers past twenty players.

13.5 **New Player Bonus**

13.5.1 For any new player recruited into FIDA (a player never having been registered with a FIDA Club in the past or present) between 1 November and 1 March each year, Member Club's shall receive a bonus point to their transfer cap total.

13.5.2 New Players recruited after 31 March will qualify a club for the points bonus.

13.5.3 Any Member Club who utilises their bonus points is obligated to play the New FIDA Players in a minimum of 3 matches (unless otherwise approved by the league).

13.6 Responsibility

- 13.6.1 The responsibility lies with the Club Registrar to monitor the number of points that are transferring into a team, so they do not exceed the total amount transfer points per team.

13.7 Special Circumstances

- 13.7.1 Clubs may apply for exemptions for extenuating circumstances for a players transfer points to be reviewed such as moving house or residence, split families etc.

13.8 Previous Season Team not in Current Season

- 13.8.1 If a player's previous immediate season team is unable or not participating in the current season, the players transfer point value as per Section 2 of the Player Points Policy shall still be applied. Clubs may request a reassessment of player points if required in this scenario.

13.9 Sanctions

- 13.9.1 The player points policy is designed to reduce player movement and address targeted recruitment of players.
- 13.9.2 The aim is not to restrict player movement, rather to sustain Club teams
- 13.9.3 Where a club is found to be in breach of the Transfer Policy.
- a. Matches reversed and received no match ratio or percentage points for (2) matches
 - b. Incur a fine
- 13.9.4 Clubs that have teams that play with players that have transferred in breach of the allowed ten (10) player points for any given match without receiving a written dispensation from The League will be deemed to be playing an ineligible player in accordance with the League by-laws.

PART D – FOOTBALL COMPETITION

14. Points Allocation

- 14.1 In all Home and Away Matches, Competition Points will be awarded as follows:

Win	4 Points
Draw	2 Points
Loss	0 Points
Bye	2 Points
Forfeit to	4 Points
Forfeit against	0 Points

15. Ladder

- 15.1 Percentage will be calculated during the Season, using the formula "Points For divided by Points Against, multiplied by 100".
- 15.2 Percentage will be used to determine ladder positions after each round, and for finals.
- 15.3 Where two Teams have the same number of competition points, the Team with the higher percentage shall be positioned higher on the ladder.

16. Margin Cap

- 16.1 To discourage Teams winning games by excessive margins, the winning margin for each game shall be capped at the Mercy rule margin for that Conference and Division, regardless of the final scores.
 - 16.1.1 This shall be manually applied to the ladder by the League at the earliest convenience following submission of results
 - 16.1.2 This shall be applied by reducing the winning teams for points and losing teams away points by the Mercy Rule Margin applicable.
- 16.2 Percentage totals will not be included in Official FIDA ladders for public dissemination but shall be provided to Club Officials on request.

17. Match Ratio

- 17.1 In competitions involving an uneven number of Byes for competing teams, the League shall also prepare a Match ratio which reflects the number of wins by each team against the number of Matches played by each team.

18. Failure to Fulfill Engagement (Forfeits)

- 18.1 Should any Member Club not be ready to start a match **within twenty (20) minutes of the appointed starting time**, the opposition Member Club will be deemed to have won the match.
- 18.2 Should a Member Club be aware in the week prior to a match that it will be unable to participate in the match, it shall give written notice of such inability to the secretary of the opposing Member Club and the General Manager - Operations by the business day prior (Friday) to the date fixed for the match.
- 18.3 A Member Club failing to field a team with a minimum number of Players as determined by the respective Competition Rules **within twenty (20) minutes of the appointed starting time** of the match shall automatically forfeit the match at that point in time.
- 18.4 Any Member Club failing to fulfil its obligation shall:
 - 18.4.1 Pay all umpires expenses relative to the match
 - 18.4.2 Submit to the League a written statement of reasons for non-completion of the match.
- 18.5 The League will review the reasons for the Member Club not fulfilling its obligation and, if he/she thinks necessary, may impose a penalty allowed by these By-Laws. Refer to By-Law 21
- 18.6 Where no result has been achieved in a match, the team of the Member Club not responsible for such a result shall be awarded a forfeit.
- 18.7 Where a Member Club receives a forfeit, it shall be entitled to lodge an official team sheet for the match in question, whereupon the Players named on the list will be recorded as having played in the round, provided that the team sheet is lodged with the General Manager - Operations on the next business day.
- 18.8 Where a game is forfeited, that match will not count towards a current suspension being served for the team who has forfeited.
- 18.9 Where a team receives a forfeit due to the other team not being able to fulfil its obligations to play, that team shall be granted the four (4) match points, and the scores shall be calculated as follows:
 - 18.9.1 When a team forfeits a scheduled match, the forfeiting team shall be credited the Mercy Rule Margin 'AGAINST' Points and zero (0) 'FOR' Points
 - 18.9.2 Their opponent shall be credited zero (0) 'AGAINST' Points and the Mercy Rule Margin 'FOR' Points
- 18.10 In case of a team forfeiting the following penalties will apply:

18.10.1 Where a club forfeits a game in Metropolitan A Grade, the club will be fined **50 Penalty Units**

18.10.2 Where a club forfeits a game in Metropolitan B Grade, the club will be fined **30 Penalty Units**

18.10.3 Where a club forfeits a game in Metropolitan C Grade, the club will be fined **20 Penalty Units**

18.10.4 Where a club forfeits a game in Northern, Western or Central Conferences, the club will be fined **25 Penalty Units**

18.11 In addition, the League may disqualify a Member Club who has failed to fulfil its engagement from further premierships matches or otherwise deal with such Member Club as it thinks fit as allowed by these By-Laws.

19. Match Unable to Proceed (Abandoned etc.)

19.1 Where a Match is not able to commence or proceed for any reason other than already provided for in these Regulations, the Field Umpire or the League will have regard to the health and safety of the Players and any other relevant matters to determine whether a Match is unable to commence or proceed.

19.2 If a Match is unable to commence or proceed, the League will have sole discretion to decide the result of the Match or whether the game will be rescheduled or not based on the following guiding principles:

19.2.1 The appropriateness and practicality of rescheduling a Match during the Home and Away Season or Finals Series.

19.2.2 If any one Match is cancelled or abandoned in a particular Grade and cannot be rescheduled, the Match will be declared a draw, and two (2) premierships points will be awarded to each competing team. During the Final Series, if the Match cannot be rescheduled the highest qualified team for that final will progress to the next round of Finals.

19.2.3 If the Match is unable to proceed prior to completing the second quarter, the Match will be declared a draw, and two (2) premierships points will be awarded to each competing team; or

19.2.4 If the Match is unable to proceed after the completion of half-time, premierships points will be awarded, and scores entered to determine the result of the Match.

19.3 Where on-field injury has delayed the game for 30 minutes or more, the match will be deemed 'unable to proceed' and the above will take place to determine the match outcome.

19.4 If a team is directed to recommence play by the Field Umpire or League Official and the team fails, refuses or neglects to recommence play, the team shall be deemed to have forfeited the Match. In that case, Competition Regulation 17 will apply.

20. Incomplete Season

20.1 Where, for unavoidable reasons, the season is unable to be completed in a competition, the team on top of the ladder, by points and percentage, shall be declared the Premier, providing that each team in the competition has played every other team at least once.

20.2 In circumstances where not every team has played every other team, the team on top of the ladder by points and percentage, shall be declared the Minor Premier.

20.3 In both situations, a forfeit shall be considered to have been an opportunity for the forfeiting team to play the team given the forfeit.

21. Modified Rules

21.1 Refer to Schedule 3 FIDA Modified Rules

PART E – FIXTURING

22. Schedule of Matches

22.1 Unless other arrangements have been approved by the League, the commencement, duration and breaks for Metropolitan Conference Home and Away Matches will be scheduled as.

22.2

Grade	Day	Start	Quarter Duration	¼ Time Break	½ Time Break	¾ Time Break
A Grade	Sunday	12:30pm	20 min	5 min	10 min	5 min
B Grade		11:00am	20 min	5 min	10 min	5 min
C Grade		11:00am	15 min	5 min	10 min	5 min

22.2.1 Where a club has two teams the fixture will be adjusted as necessary.

22.3 Unless other arrangements have been approved by the League, the commencement, duration and breaks for Central Conference Home and Away Matches will be scheduled as:

Match	Day	Start	Half Duration	½ Time Break
Match 1	Sunday	10:30pm	15 min	5 min
Match 2		11:10am	15 min	5 min
Match 3		11:50am	15 min	5 min

22.4 Unless other arrangements have been approved by the League, the commencement, duration and breaks for Northern Conference Home and Away Matches will be scheduled as:

Match	Day	Start	Half Duration	½ Time Break
Match 1	Sunday	10:00am	10 min	5 min
Match 2		10:30am	10 min	5 min
Match 3		11:00am	10 min	5 min
Match 4		11:30am	10 min	5 min
Match 5		12:00pm	10 min	5 min
Match 6		12:30pm	10 min	5 min
Match 7		1:00pm	10 min	5 min
Match 8		1:30pm	10 min	5 min
Match 9		2:00pm	10 min	5 min

Match 10		2:30pm	10 min	5 min
----------	--	--------	--------	-------

- 22.5 Unless other arrangements have been approved by the League, the commencement, duration and breaks for Western Conference Home and Away Matches will be scheduled as:

Match	Day	Start	Half Duration	½ Time Break
Match 1	Sunday	11:00am	15 min	5 min
Match 2		11:45am	15 min	5 min
Match 3		12:30pm	15 min	5 min

23. Application of Time Off

- 23.1 Time off will only be implemented should the stretcher or Ambulance be called on the field.
- 23.2 In the case of possible severe injury, **at the Umpire's discretion, the Umpire may halt play and call for TIME OFF to be implemented**, after 5 minutes prior to injury assessment being made by an accredited First Aid provider
- 23.3 Clubs **DO NOT** have the authority to call time off during a match, this is the responsibility of the controlling umpires as per above.

24. Alterations to Published Fixture

- 24.1.1 A Member Club must arrange any change of fixture with the opposing Club prior to discussing any potential changes with the League.
- 24.1.2 A Member Club desiring to conduct Matches on a day or time other than that published by the League in the official fixture may do so on application to the League, providing the following requirements have been satisfied:
- the Club has arranged and confirmed the changes with the opposing Club.
 - the Club must confirm agreed changes in writing to GM-FO no later than 7 Business Days prior to the original fixtured date and time of match.
 - In the case where an agreement cannot be reached, the default start time will take precedence, and Clubs unable to comply will forfeit the Match.
 - The league reserves the right to alter fixtures with limited notice where necessary (i.e. umpire appointments/ ground scheduling)
- 24.1.3 Request for Matches to be fixtured at night are to be forwarded to the League accompanied with;
- Verification the lights at the proposed Match venue have a minimum lux reading of 100 LUX.
 - Written permission from the local council to conduct a night match.
 - A written agreements between the two competing clubs for the specific night match to occur.

PART F – GROUNDS & FACILITIES

25. Playing Surface

- 25.1 The playing surface shall be;
- 25.1.1 Oval in shape
 - 25.1.2 Preferred 165m in length
 - 25.1.3 Preferred 135m in width
 - 25.1.4 clearly marked with white lines as the boundary lines in accordance with the legal requirements of the Local Government Authority (LGA) from any fence, hard surface or potential hazard.
 - 25.1.5 If the LGA does not provide recommendations as referenced in 25.1.4, then the playing arena must be clearly marked with white lines as the boundary lines which must be at least three (3) meters from any fence, hard surface or potential hazard.

26. Goal Post Padding

- 26.1 Padding must be attached around each goal and behind post as follows:
- 26.1.1 35 millimetres high-density foam padding, covered in canvas or painted.
 - 26.1.2 2.5 metres from the bottom of each goal and behind post.
 - 26.1.3 a suitable width to allow the padding to be fixed around each goal and behind post; and
 - 26.1.4 the padding must be securely attached around each goal and behind post.

27. Identifying Areas on the Playing Surface

- 27.1 The following areas shall be marked on the Playing Surface:
- 27.1.1 a square, to be called the Centre Square, which shall:
 - a. be in the centre of the Playing Surface; and
 - b. not be less than thirty (30) x thirty (3) metres and not more than fifty (50) x fifty (50) metres
 - 27.1.2 a Centre Circle three (3) metres in diameter which shall:
 - a. be in the middle of the Centre Square; and
 - b. both be divided into two semi-circles, by drawing a straight line parallel to each Goal Line.
 - 27.1.3 an Interchange Area
 - 27.1.4 a Goal Square at each end of the Playing Surface
 - 27.1.5 the Goal Line and Behind Line; and
 - 27.1.6 a Fifty Metre Arc at each end of the Playing Surface with its apex no less than one (1) metre from the centre square marking.

28. Relocation of Centre Square

- 28.1.1 Where the area within the Centre Square and Centre Circle will prevent the ball-up of the football or is otherwise in an unsuitable condition, clubs in conjunction with umpires may direct the relocation of the Centre Square and Centre Circle.

29. Scoreboard

- 29.1 All Scoreboards must be visible from both interchange benches and the changerooms/pavilion for the duration of matches.

30. Grounds

- 30.1 Each Member Club shall play on a ground approved by the League.
- 30.2 The League has the power to compel any Member Club to bring its ground up to the required standard set out in the Laws of Australian Football.
- 30.3 Official League Match fixtures can only be played at those grounds approved by the League.
- 30.4 Any Member Club that is unable to use the ground originally arranged for a Match, shall in lieu thereof, procure another ground ("the emergency ground") and notify the General Manager - Operations and the opposing Member Club no later than 5:00 pm on the Wednesday immediately preceding the Match.
- 30.5 The emergency ground must be approved by the League.
- 30.6 Should a Member Club fail to give notice under Competition Regulation 30.4, it shall forfeit the Match.

31. Ground Inspections

- 31.1 On Match Day, a representative from each Member Club shall make a full inspection of the ground prior to the playing of their first scheduled Match at that venue by completing the online Marsh Match Day Checklist.
- 31.2 The official Ground Inspection Report must be signed to be deemed completed.
- 31.3 Should there be an adverse Ground Inspection Report where it is felt the ground is unsafe, the Home Member Club must immediately contact the General Manager - Operations and report the matter. No play will commence until the General Manager - Operations has been notified and cleared the teams to play.
- 31.4 The League retains the right to take whatever action is deemed necessary to address any issue arising from the ground inspection report, including but not limited to, moving the game to another venue, cancelling the game or re-scheduling the Match to another day or time.
- 31.5 If a Match has commenced, the provisions of Competition Regulation 18 shall be applied.
- 31.6 If the League, during the review of the Match, is not convinced the Match should have been cancelled or abandoned or the reason for the cancellation or abandonment was not in good faith, it reserves the right to award points, percentage or any penalty as it sees fit.
- 31.7 If the League, during a review of the Match, is convinced the game was cancelled, abandoned or not played for good reason and in good faith, it reserves the right to award points or percentage or any penalty as it sees fit.

PART G – MATCH PROVISIONS

32. Home Club Obligations

- 32.1 The Home Member Club must:
 - 32.1.1 confirm and enter final quarter by quarter scores on PlayHQ (online).
 - 32.1.2 provide suitable siren.
 - 32.1.3 provide a scoreboard which must be manned for each Match.
 - 32.1.4 provide a suitable stretcher in an accessible place for use by each team.
 - 32.1.5 provide adequate seating arrangements for both teams at the designated coaches' boxes for the coaches, interchange Players and runner.
 - 32.1.6 Mark out an exclusion zone around each interchange/coaching area extending 5 meters in each direction in which spectators may not enter.
 - 32.1.7 provide Match footballs as per Section 56 of the Competition Regulations.

33. Exclusion Zone

- 33.1.1 The Home Club must set up an exclusion zone of 5 meters around each coach's box/interchange bench.
- 33.1.2 Bollards and Hazard tape are recommended to be used
- 33.1.3 Only players and match day officials may enter the designated exclusion zones.
- 33.1.4 No Spectators, No Non-playing players etc.

34. Team Sheets

- 34.1 A Team Sheet must be generated and printed from the FIDA database (PlayHQ) for all Matches.
- 34.2 A Team Sheet shall:
 - 34.2.1 list the full names and jumper numbers of the Players in the Team.
 - 34.2.2 jumper numbers are to be in numerical order.
 - 34.2.3 list the name of the Coach, Team Manager, Team Runner and any other Official participating in the Match.
- 34.3 The Team Manager of each Team shall complete and lodge its Team Sheet with a field Umpire no later than 10 minutes before the scheduled commencement of a Match. The Team Manager shall also provide one copy of the Team Sheet to the opposition Team Manager at this time.
- 34.4 A Club may add and/or replace a Player originally listed on its Team Sheet with another registered Player before the commencement of play of a Match providing the following is adhered to:
 - 34.4.1 A Player may be added to the Team Sheet by handwriting First Name, Surname and jumper number.
 - 34.4.2 A Player may be deleted from the team sheet by crossing a line through the name and jumper number. All such changes are to be replicated on the online team sheet immediately following the Match as per post-match requirements.
 - 34.4.3 No changes to the selected team may be made once the Match has commenced
- 34.5 Where there is a change of jumper (and number), the Team Runner shall advise the Field Umpire during the next interval or at the first available opportunity.
- 34.6 The Team Manager shall be the only team representative who is permitted to approach the Umpire change rooms.
- 34.7 For a Player to have been deemed to have played in a Match, the Player must be correctly listed on the official Team Sheet, be fully attired in the team playing uniform and be positioned inside the Match arena (i.e. on the playing surface, or positioned in the team's designated Coaches Box, or within 5 metres of the Coaches Box when not participating in the Match, or at quarter and three quarter time team gatherings on the playing surface).

35. Publications

- 35.1 All Players listed on the official Team Sheet must match the online team sheet. That is, any Player hand-written on or crossed off the Team Sheet, must be updated online immediately following the Match. Penalty, refer to By-Law 21.

36. Permitted Playing Numbers

36.1 Metropolitan Conference

- 36.1.1 A maximum of twenty-four (24) players are permitted to be listed on the Team Sheet.
- 36.1.2 A Maximum of eighteen (18) players are permitted on the playing surface at the same time.

- 36.1.3 A Minimum of fourteen (14) players is required before play can commence in a Metropolitan Conference Match.
- 36.1.4 A Minimum of twelve (12) players is required where a Member Club has a second team participating. The reduced number is only applicable to the team in the lower grade.

36.2 Country Conferences

- 36.2.1 There is no maximum number of players permitted to be listed on the Team Sheet.
- 36.2.2 A Maximum of eighteen (18) players are permitted on the playing surface at the same time.
- 36.2.3 A Minimum number of ten (10) players is required before play can commence in all Country Conferences.
- 36.2.4 Where one side has an excessive number of players listed on their team sheet, it is advised that players be made available to the opposing team to encourage greater participation.

36.3 Schedule of Playing Numbers

Conference / Grades	Min. Number of Players	Second Team Min. Number of Players	Maximum Number of player (on field)	Maximum number of players (on bench)
Metropolitan Conference	14	12	18	6
Central Conference	10	10	18	NA
Western Conference	10	10	18	NA
Northern Conference	10	10	18	NA

37. Evening Up

- 37.1 The evening up policy will only be applied for competition points where both teams meet the minimum number of players to constitute an official match for competition points.
- 37.2 Where one team has the minimum number of players to constitute but not enough for a full side the second team may field a side with maximum two (2) more players on the field.
- 37.3 Where a Team requires evening up to be applied:
- 37.3.1 the Team Managers and Coaches must meet, together with Umpires prior to the commencement of the match to confirm numbers.
- 37.3.2 If clubs do not meet prior to the game commencing evening up shall not be applied and the team with more players may play with the full 18 players on field.
- 37.4 Should a Player arrive late, that Player may take the field at any time prior to half time provided the following procedure is adhered to:
- 37.4.1 The Team Manager shall inform the Officials of the other Team.
- 37.4.2 The opposition team is to be informed when the Player/s are ready to take the field that the playing numbers of each side are to be increased.

- 37.4.3 Addition to the playing numbers on the field can only be made providing the numbers on the field remain in line with 37.2 or the maximum permitted number of eighteen (18).
- 37.5 The Evening up Rule **will not** be applied in all FIDA Finals.
- 37.6 Where a player leaves the ground for assessment by First Aid personnel,
- 37.6.1 the opposing team shall not be required to reduce their playing numbers until the decision is made that the injured player cannot continue in the match.
- 37.6.2 Players permanently ruled out of the match due to injury shall not resume playing in the match.
- 37.6.3 It is incumbent on the Coach/Team Manager of the team with permanently reduced numbers because of injury, to inform the Coach/Team Manager of the opposing team, as soon as practicable, of the situation, and the current numbers available. Failure to do so shall not create precedence for an appeal against the result, nor incur a penalty for the team with greater numbers on the field.
- 37.7 Where a player is ordered from the field by a Field Umpire 37.6 does not apply.
- 38. Use of Stretcher**
- 38.1 Any Player who is injured during a Match and who, in the opinion of a doctor, trainer or Official, requires the assistance of a stretcher, shall be attended too by the Team's training staff and a stretcher immediately called for, to ensure the health and safety of the Player.
- 38.2 Where a stretcher is required, the following procedure shall apply:
- 38.2.1 upon being advised or noticing that a Player requires a stretcher, the field Umpire shall stop play at the earliest opportunity and unless a doctor considers or it is apparent that it is unsafe to do so, the Player should be removed from the Playing Surface on the stretcher by the shortest possible route and taken directly to their Team's change rooms.
- 38.2.2 a Team may replace the injured Player with a Player listed on its Team Sheet
- 38.2.3 the team may allow the Player who is replacing the injured Player to enter the Playing Surface before the injured Player is removed from the Playing Surface.
- 38.3 Once the injured Player has been removed from the Playing Surface, the field Umpire shall recommence play as follows depending on the circumstances:
- 38.3.1 where the football was in dispute at the time of play and stopped, the umpire shall restart the game by a ball up.
- 38.3.2 where the football was Out of Bounds at the time of play was stopped, a ball up will be conducted 10meters inside the boundary.
- 38.3.3 where a Player had possession of the football at the time play was stopped, by awarding a Free Kick to the Player; and
- 38.3.4 where a Player had been awarded a Free Kick or a Mark at the time play was stopped, by allowing the Player to dispose of the football.
- 38.4 A Player for whom a stretcher was called shall not resume playing for a period of 20 minutes (excluding intervals between quarters) from the time when the Player left the Playing Surface. After the twenty (20) minute period has expired, the Player may be interchanged in as per regular interchange procedure provided the Player is able, having due regard to their health and safety, to resume playing in the Match.

PART H – DISCIPLINE & REPORTING

39. Order Off

39.1 The Order Off rule shall apply to all Matches.

39.2 Only a field Umpire may order a Player off the ground

39.3 When a Player has been ordered from the playing arena under Competition Regulation 34.2, they must go immediately to their team's coaches box area, through the designated interchange, and the team runner must report to the timekeepers.

39.4 With all cards, players sent off the field may be replaced by an interchange player immediately

39.5 Blue Card (Cooling Off, No Report)

39.5.1 A Blue Card is used to rest and settle down a player who is aggressive or creating potential trouble on the field.

39.5.2 Where a Field Umpire deems that a player is behaving in an unduly aggressive and unruly manner or in any manner that would bring the game into disrepute, that player will be:

- a. Shown the Blue Card (minimum 5 Seconds).
- b. Asked to leave the playing surface immediately.
- c. Not eligible to return to the playing surface until five (5) minutes actual playing time has elapsed and Club Officials are suitably convinced the player has calmed down and can return to play without causing further incident.

39.5.3 Clubs are responsible for ensuring that they do not allow a player to return to the playing surface that may continue to cause problems.

39.5.4 Any player that receives five (5) blue cards in a season is automatically suspended for 1 match

39.6 Yellow Card (Minor Breaches, No Automatic Report)

39.6.1 A yellow card is issued for players in breach of minor offences. These may include but not be limited to:

- a. Abusing Umpires and/or Opposition
- b. Disrespectful, Aggressive and/or threatening behaviour
- c. Attempting to Strike another player
- d. Disputing Decisions
- e. Unnecessary contact with Umpires
- f. Prohibited boots, jewellery etc.

39.6.2 Where an umpire determines a Yellow Card is warranted that player will be:

- a. Shown the Yellow Card (minimum 5 seconds)
- b. Asked to leave the playing surface
- c. Not eligible to return to the playing arena until ten (10) minutes actual playing time has elapsed.

39.6.3 Any player who receives two (2) yellow cards in a match shall be automatically reported for misconduct and not allowed to return to the playing surface

39.7 Red Card (Automatic Report)

39.7.1 A Red card is issued for players in breach of more significant reportable offences. These may include but not be limited to:

- a. Striking, Kicking etc. with significant impact
- b. Rough Conduct
- c. Striking an Umpire
- d. Serious Misconduct

39.7.2 Where an umpire determines a Red Card is warranted the offending player will be:

- a. Shown the Red Card (minimum 5 Seconds)
- b. Asked to leave the playing surface
- c. Not eligible to return to the playing surface for the remainder of the match

40. Reporting Players & Officials

40.1 Obligation to Report

- 40.1.1 An Umpire or League Official shall report to the League any Player or Official who commits or engages in conduct which may constitute a Reportable Offence:
- a. during a Match; or
 - b. on the day of the Match and Within the Immediate Proximity of the Arena where the Match is conducted.

40.2 Reportable Offences

- 40.2.1 Where any of the Reportable Offences listed in section 22.2.2 of the Laws of Australian Football specify that conduct may be intentional or careless:
- a. Any report or notice of report which does not allege whether the conduct was intentional or careless shall be deemed to and be read as alleging that the conduct was either intentional or careless; and
 - b. The Independent Tribunal or other body appointed to hear and determine the report may find the report proven if it is satisfied on the balance of probabilities that the conduct was either intentional or careless.

40.3 Reporting Procedure

- 40.3.1 Where an Umpire reports a Player or Official during a Match, the Umpire shall use their best endeavours to inform the Player or Official of the report:
- a. At the time of the incident
 - b. Before the commencement of the next quarter
 - c. After the completion of the match
- 40.3.2 The Umpire shall use their best endeavours to inform the Member Club Match Official against whom the Reportable Offence has been committed (if applicable).
- 40.3.3 Apart from informing a Player or Official of the report, an Umpire shall not speak with the reported Player or Official or any other Player or Official about any details of the report that has been made.
- 40.3.4 During, or after the completion of the Match, the Umpire shall complete a notice of report in the prescribed Player Report Sheet by the League.

40.4 Notice of Report

- 40.4.1 Following completion of the Match and before departing the Match venue, the Team Manager shall make enquiry of the officiating Field Umpires to confirm if there have been any reports made during the Match.
- 40.4.2 If a report has been made, the Team Manager must confer with the Player to confirm:
- a. acceptance of the Set Penalty under Competition Regulation 40.5 (where applicable); or
 - b. advise the Player of their right to challenge the report and proceed to the Independent Tribunal (refer to Schedule 8).
- 40.4.3 In the event the Team Manager does not attend as described in Competition Regulation 40.4.1, the reporting Umpire shall be deemed to have complied with the duty imposed on them by this Competition Regulation.
- 40.4.4 The Field Umpire shall lodge a Player Report with their match day paperwork submission.

40.5 Set Penalty

- 40.5.1 The reporting Umpire has the option to bring a charge, carrying a Set Penalty, before the Independent Tribunal in which they shall advise the Team Manager of this prior to the signing of the Player Report Form.
- 40.5.2 If the reporting Umpire has indicated a Set Penalty may be taken, prior to both Team Managers signing the Player Report Form, the Team Manager must confer with the reported Player to find out if they wish to accept the Set Penalty, or if they wish to proceed to Independent Tribunal.
- 40.5.3 If the Player accepts the Set Penalty, the penalty is imposed effective immediately.
- 40.5.4 If the Player does not accept the Set Penalty, the Member Club must challenge the Set Penalty in writing by email to the General Manager – Operations before 12:00pm on the first Monday following the Match. Failure to do so will result in the Set Penalty being enforced.
- 40.5.5 If the Player does not accept the set penalty, then they must appear before the Tribunal. If the Player is found guilty by the Tribunal, the Player will receive a penalty greater than they would have if they had accepted the set penalty.
- 40.5.6 The opposition Club cannot object to the Umpire's decision to offer a Set Penalty, nor can it challenge the Set Penalty.

40.6 Order Off (Multiple Cards in One Season)

- 40.6.1 Any Player issued a Yellow or Red Card three times in the current season (including finals) will automatically receive a one match suspension. The one match suspension will be enforced in addition to any other penalty imposed by the Independent Tribunal or Accepted Set Penalty.
- 40.6.2 If a Player has received a one match suspension due to receiving three Yellow or Red Cards during the current season, any further Yellow or Red Cards they receive in the same season, will also result in a further one match suspension.
- 40.6.3 If a Player receives a suspension, the card for that specific incident will not count towards the three (3) card total in that season.
- 40.6.4 There is no avenue to appeal any automatic suspensions outlined in 40.6.1, 40.6.2 and 40.6.3.

41. Independent Tribunal and Match Review Procedures

- 41.1 Please refer to Schedule 8 of the FIDA By-Laws for the powers, requirements and procedures of the Independent Tribunal

PART I – FINALS

42. Finals Qualifications

- 42.1 During the Season, a Player must have played (taken the field) in **at least 50% of the Matches** for the Team they wish to represent before being eligible to play in the finals.
- 42.2 During the Season, where a Player has played more than 60% of Matches in a higher division, they are ineligible to represent Teams competing in lower division finals Matches.
- 42.3 During finals, Players are only allowed to play one game per day.
- 42.4 FIDA may, at its sole discretion, grant an exemption to Players injured during the Season upon the provision of medical advice, or a letter or certificate from a medical practitioner or other appropriate paraprofessional.
- 42.5 FIDA may, at its sole discretion, grant an exemption to Players for any other compelling reason, upon submission by the Player or Club of a suitable and satisfactory request.

43. Drawn Match during Finals

- 43.1 There shall be no drawn Matches in any Finals series games.
- 43.2 In the event of scores being level after the elapsed time, Teams will be given a two (2) minute break, and then each Team will play two five (5) minute 'Extra Time' periods, one towards each end, with no time on. Teams will continue to kick towards the same end as in the last quarter. At the end of the first five (5) minute 'Extra Time' period, there will be a two (2) minute break and Teams will swap ends.
- 43.3 In the event of scores still being level at the end of the second five (5) minute 'Extra Time' period, the siren will sound, the Umpire shall take the ball to the centre of the ground and recommence play as if a goal had been scored.
- 43.4 Play will then continue until one Team scores. The siren will sound immediately following the score.
- 43.5 Coaches and game Officials entered on the Official Team sheet **MAY** enter field during the 2-minute break between the end of the last quarter and the commencement of the first 'Extra Time' period, to speak to and organise Players.
- 43.6 Coaches and game Officials not entered on the Official Team sheet **MAY NOT** enter field during the 2-minute break between the end of the first 'Extra Time' period and the commencement of the second 'Extra Time' period, to speak to and organise Players. The Umpire may award a free kick against the Team of the infringing Coach or Official, to be taken at the centre of the ground on recommencement of play.
- 43.7 Coaches and game Officials entered on the Official Team sheet **MAY NOT** enter field at the conclusion of the second 'Extra Time' period, while the Umpire is preparing to recommence play. The Umpire may award a free kick against the Team of the infringing Coach or Official, to be taken at the centre of the ground on recommencement of play.

PART J – TEAM OFFICIALS

44. Permitted Persons

- 44.1 All Member Clubs must have the following roles at every fixture match
 - 44.1.1 Accredited Coach (See 45.1 for requirements)
 - 44.1.2 Team Manager
 - 44.1.3 Medical Officer
 - 44.1.4 Umpire Escort
 - 44.1.5 Goal Umpire
 - 44.1.6 Field Umpire
- 44.2 All Member Clubs must have the following roles at every fixtured home match
 - 44.2.1 Timekeeper
 - 44.2.2 Scoreboard Operator
- 44.3 The only persons allowed to enter the area between the fence and the boundary line during a Match are:
 - 44.3.1 Players
 - 44.3.2 Umpires
 - 44.3.3 Team Managers
 - 44.3.4 Trainers/Medical Officers
 - 44.3.5 Accredited Coaches (no more than three)
 - 44.3.6 The Runner
 - 44.3.7 Water Carries
 - 44.3.8 League Officials

44.3.9 Official Care Providers (providing active support)

- 44.4 Trainers may be stationed at various positions around the playing arena, between the boundary and the fence.

45. Coaches

- 45.1 A person cannot be appointed as a Coach of a football team by a Member Club unless that person:
- 45.1.1 holds a minimum AFL Foundation Coach accreditation.
 - 45.1.2 has completed the Core Modules of the AllPlay Footy Disability Inclusion Coaching Course.
 - 45.1.3 currently registered to Coach.AFL and:
 - 45.1.4 has agreed to the AFL coaches Code of Conduct when completing accreditation.
- 45.2 Any person who Coaches in any Matches authorised or conducted by the League without satisfying the requirements of this regulation may be penalised by the League in accordance with FIDA By-Law 21.
- 45.3 The team Coach and Assistant Coaches appointed by the Member Club must sit or stand in front of the designated Coaches box. If standing, they must remain reasonably stationary while play is in progress and behind the designated area
- 45.4 The team non-playing Coach and Assistant Coaches may only enter onto the playing arena prior to the Match commencing, during quarter time, half-time, three-quarter time intervals and at the conclusion of the Match.
- 45.5 Coaches are not permitted to enter the centre square prior to the Match or during quarter breaks while the Umpires are there, unless the Coaches are going to their position for the game.

46. Team Manager

- 46.1 A Team Manager shall be appointed to each Team by the Member Club.
- 46.2 The duties of the Team Manager are listed in Appendix 2 of the Competition Regulations.

47. Runner

- 47.1 Each team is allowed a maximum of one (1) Runner.
- 47.2 Team runner shall wear FIDA approved runner's uniform during any match.
- 47.3 A team Runner may enter the playing arena during the Match provided that the Runner.
- 47.3.1 has not been named in the competing team of the Member Club.
 - 47.3.2 only enters the playing arena for the purpose of delivering a message or instructions of a coach to a Player of the team.
 - 47.3.3 exits the playing arena immediately upon fulfilling their task.
 - 47.3.4 does not encourage or in any way attempt to influence the conduct or performance of any Player or Players present on the playing arena; and/ or
 - 47.3.5 does not communicate, provoke or in any way interfere with any Umpire or any Player from the opposing team during the Match.
- 47.4 A team Runner must report to the official Timekeeper should a Player or Players from their team be ordered from the playing arena by the Field Umpire to inform the Timekeeper of the Player(s) number and team and to communicate with the Timekeeper regarding the time when the Player is entitled to re-enter the Match or be replaced.

48. Medical Officers

- 48.1 Each Member Club must have a minimum of one (1) accredited Medical Officer present during the full course of each Match in which a team is fielded by the Member Club.
- 48.2 Medical Officers shall wear FIDA approved medical officer uniform during any match.
- 48.3 A Trainer shall not enter the playing arena unless:
 - 48.3.1 they are required for medical treatment of an injured Player, the replacement of damaged attire of a Player or other like purpose.
 - 48.3.2 it is prior to the Match commencing, during quarter time, half-time, three-quarter time intervals or at the conclusion of the Match.
- 48.4 A Medical Officer shall not communicate, provoke or in any way interfere with the Umpire or coaching staff, runner, trainers or any Player from the opposing team during any Match.
- 48.5 Nothing in this clause shall be construed to prevent a Medical Officer attending to an injured person

49. Water Carriers

- 49.1 Each team is allowed a maximum of two (2) water carriers.
- 49.2 Must be at least fourteen (14) years of age.
- 49.3 No water-person shall enter the playing arena with the sole purpose of providing refreshment to Players and Umpires unless the water-person is wearing the League approved water-person bib.

50. Timekeepers

50.1 Appointment

- 50.1.1 A Timekeeper must be provided by the Home Member Club
- 50.1.2 No person shall be permitted to act as timekeeper unless they have attained the age of sixteen (16) years of age.
- 50.1.3 Clubs competing in a Finals Match are to supply their own timekeepers unless provided by the League.
- 50.1.4 Each Club must provide a suitable clock
- 50.1.5 A Timekeeper must always remain in the designated Timekeepers box during the Match.

50.2 Timekeeper Duties

- 50.2.1 Each Timekeeper appointed for a Match shall:
 - a. keep time for each quarter of the Match.
 - b. record on the official timecard the time taken to play each quarter (including start and finishing times):
 - c. record the Goals and Behinds scored by each Team during a Match.
 - d. sound the siren in accordance with the procedures contained in these regulations.
 - e. record the card colour, the playing number and club of any Player ordered from the field (such information to be confirmed by the team Runner). The Timekeeper is to record this information on the back of the official timecard.
 - f. upon completion of the Match, check all details are correct and sign the timecard.
 - g. lodge the completed cards with the Home Club Team Manager

50.3 Siren Warnings

- 50.3.1 Matches shall start at the times decided by the League.

- 50.3.2 Matches shall be played in accordance with the time intervals set out by the League in these regulations.
- 50.3.3 When the Umpires enter the playing field prior to the start of the Match, and prior to the start of the third quarter, the siren shall sound until the Umpire signals recognition of the siren.
- 50.3.4 If the Umpires have not entered the playing arena, a warning siren must be sounded five (5) minutes prior to the start of the Match and third quarter and only.
- 50.3.5 A warning siren must be made two (2) minutes prior to the scheduled start of all quarters.
- 50.3.6 When time has elapsed on the clock indicating the end of the quarter, the Timekeeper must continue to sound the siren until the field Umpire signals recognition by raising both hands above their head.

51. Umpire Escorts

- 51.1 Both Clubs must provide an adult over eighteen (18) years of age to act as an Umpire Escort for all Umpires.
- 51.2 A runner may perform the duty of Umpire Escort.
- 51.3 The Umpire Escort must perform the following duties:
 - 51.3.1 must be introduced to the Umpires prior to the commencement of the Match.
 - 51.3.2 escort Field and Boundary Umpires from the centre of the ground to their change rooms at the conclusion of the second and fourth quarters.
 - 51.3.3 must be identified by always wearing the Official League “Match Official” bib or approved Runner’s uniform whilst escorting the Umpires to and from the playing arena, Umpire change rooms and during quarter breaks.

52. Care Providers

- 52.1 Where a Player has a care provider employed as part of a formal support program to provide close-proximity physical, sensory, or behavioural support, that carer may accept a position on the ground with the Player.
- 52.2 Care Providers are subject to the on-field conditions outline in Schedule 3 – Modified Rules

PART K – UMPIRES

53. Club Supplied Umpires

53.1 Field Umpires

- 53.1.1 Both Competing Teams must supply a Field Umpire for each Match unless arrangements have been made with the League to supply official League Umpires
- 53.1.2 The Club supplied Field Umpire must wear the approved League uniform.
- 53.1.3 A Club supplied Field Umpire must be sixteen (16) years of age or over.

53.2 Goal Umpires

- 53.2.1 Each competing Team must supply a Goal Umpire for each Match unless arrangements have been made with the League to supply official League Umpires.
- 53.2.2 The Club supplied Goal Umpire must wear the approved League uniform.
- 53.2.3 A Club supplied Goal Umpire must be fifteen (16) years of age or over.

PART L – UNIFORM

54. Club Football Uniforms

54.1 General

- 54.1.1 Each Member Club shall register its uniform and colours with the League on joining FIDA. Uniform shall consist of playing jumper, playing shorts and playing socks.
- 54.1.2 No Club shall compete in a football Match in any uniform or colours other than its registered uniform or colours and may only change, modify or alter such registered uniform or colours with the written approval of the League.
- 54.1.3 No Player shall wear lycra or like fabric shorts under their Member Club football shorts unless they are of a neutral colour.
- 54.1.4 No Player will be permitted to compete in any official League Match without a number on the back of the Member Club playing jumper.

54.2 League Logo

- 54.2.1 Each Player must wear the official League logo upon the Right-hand side of the front of their Member Club football jumper.
- 54.2.2 It is preferred that Member Club shorts display the official League logo on the LEFT leg.
- 54.2.3 Clubs may refer to the FIDA On-Field Apparel Style Guide for details regarding logo requirements.

54.3 On-Field Officials Apparel

- 54.3.1 The On-Field Officials consist of Runner, Water Carrier, Medical Officer and Umpire Escort.
- 54.3.2 The On-Field Officials for each Member Club shall wear the designated apparel as prescribed in the current League On-Field Apparel Style Guide.
- 54.3.3 Any Player or Official in the field of play who is not wearing the correct uniform as per the above Regulation shall be sent from the ground until the item is removed. The Player can be replaced in this time.

55. Player Boots, Jewellery & Protective Equipment

- 55.1 If an umpire observes any Player wearing jewellery, the Player will be directed to leave the ground (Blue Card) and may only come back onto the ground once the jewellery has been removed.
- 55.2 Any form of jewellery, including but not exclusive to.
 - 55.2.1 Piercings (It is not acceptable to cover the jewellery with tape or other materials.)
 - 55.2.2 Bracelets
 - 55.2.3 Necklaces
 - 55.2.4 Rings
- 55.3 For the purposes of this Law, FIDA follows the Australian Football Community Policy Handbook in determining what constitutes protective equipment.
- 55.4 As per the National Community Football Policy Handbook, Players may use Category 1 protective equipment without seeking prior approval from FIDA.
- 55.5 Players shall not wear boot studs, plates/cleats, or any Protective Equipment (other than Protective Equipment approved by FIDA) unless the Field Umpire is satisfied that the item does not constitute a danger or increase the risk of injury to other Players competing in the Match.
- 55.6 At any time before or during a Match, a field Umpire may inspect a Players boots or hands or any protective equipment that a Player intends to wear or use during the Match.

- 55.7 Players shall not wear Protective Equipment which has been approved by FIDA, if the Field Umpire is satisfied that such equipment has, during the Match, become dangerous or increased the risk of injury to other Players.

PART M – FOOTBALLS

56. Footballs

56.1 Specifications

- 56.1.1 All footballs used in a League fixture Match must be RED Size 5 Leather footballs
- 56.1.2 **YELLOW balls** (Size 5 Leather) shall be used in matches where the game is to be **commenced at 3:00pm or later**. Where the condition of the ground is such that the use of a yellow ball is more suitable than of a red ball, yellow balls may be used with the agreement of both teams.

56.2 Supply

- 56.2.1 Unless the League decides on an alternative procedure, the following shall apply to the supply and selection of footballs for a Match:
- a. The Home Team to provide a minimum of two (2) footballs approved by the League to the Field Umpires before the commencement of the Match, both must be in Match condition.
 - b. the Field Umpire(s) shall inspect and ensure that the two footballs are suitable to be used during the Match.

Appendix 1 Match Day Preparation Checklist & Volunteer Support Requirements		
	Home Team	Away Team
Match Day Housekeeping	Check all change rooms are clean and tidy. Make sure all toilets are clean and have ample supply of toilet paper. Provide drinks for the Umpires in their rooms and at each break during the Match.	Ensure all Match Day equipment is available for the Players and officials as required.
Match Footballs: (Team Manager)	Two (2) good condition Leather Size 5 Footballs	Supplied by Home Team
Medical Officer	Registered with FIDA Correct FIDA Uniform Has relevant medical supplies Aware of location of stretcher Aware of rules and regulations pertaining to injury and concussion management and medical officer role.	Registered with FIDA Correct FIDA Uniform Has relevant medical supplies Aware of rules and regulations pertaining to injury and concussion management and medical officer role.
Runner	Correct Uniform Awareness of Rules and Regulations pertaining to a Runner.	Correct Uniform Awareness of Rules and Regulations pertaining to a Runner.
Water Carrier	Must be aged 14 years and over. Correct Uniform. Awareness of Rules and Regulations pertaining to a Water Carrier.	Must be aged 14 years and over. Correct Uniform. Awareness of Rules and Regulations pertaining to a Water Carrier.
Timekeeper	Must be aged 16 and over. Table, Chairs, Siren, Time Clock. Awareness of Timekeeper Duties.	Not Compulsory
Umpire Escort	Must be aged 18 and over. Match Day Official/Umpire Escort Bib. Awareness of Umpire Escort Duties.	Must be aged 18 and over. Match Day Official/Umpire Escort Bib. Awareness of Umpire Escort Duties.
Club Field Umpire	Must be aged 16 and over. Accredited and Registered with FIDA. Official FIDA Uniform. Notebook, Pencil, Whistle, Order Off Cards. Awareness of Rules and Regulations pertaining to Club Field Umpire. Knowledge of Laws of the Game. Awareness and Understanding of FIDA Modified Rules.	Must be aged 16 and over. Accredited and Registered with FIDA. Official FIDA Uniform. Notebook, Pencil, Whistle, Order Off Cards. Awareness of Rules and Regulations pertaining to Club Field Umpire. Knowledge of Laws of the Game. Awareness and Understanding of FIDA Modified Rules.
Club Goal Umpire	Must be aged 16 and over. Correct Uniform, 1 Set White Flags, Goal Umpire Card and Pen. Awareness of duties of Club Goal Umpire.	Must be aged 16 and over. Correct Uniform, 1 Set White Flags, Goal Umpire Card and Pen. Awareness of duties of Club Goal Umpire.
Scoreboard Attendant	Awareness of Scoreboard requirements.	Supplied by Home Team.
Tribunal Advocate	Is notified of all reports (including red cards).	Is notified of all reports (including red cards).

Appendix 2

Official Team Manager Match Day Checklist

Pre-Game

- ☐ Timekeeper provided with Official Timekeeper Cards and copy of Timekeeper Duties
- ☐ Team Sheets Complete
 - Player Names and Numbers Up to Date
 - Non-Playing Players Crossed Out
 - Late Additions added (Full Name and Jumper Number)
- ☐ Players Uniform Correct
- ☐ Umpire Escort is properly attired, has been introduced to the umpires and is aware of Umpire Escort Duties
- ☐ Match Footballs have been supplied to Umpires and approved
- ☐ Runner and Water Carriers properly attired and familiar with duties
- ☐ Stretcher is accessible and known to medical officers
- ☐ Ambulance Access is accessible
- ☐ Completed Team Sheets supplied to Umpires and Opposition Team Manager no later than 10 minutes prior to scheduled start time

Post-Game

- ☐ Final Score confirmed with Umpires
- ☐ Match Balls Collected from Umpires
- ☐ Player Reports confirmed or All Clear Received from Umpires
- ☐ Scores for all teams entered PlayHQ by no later than 5:00pm Monday
- ☐ PlayHQ Team Sheets updated to reflect final game day team sheets no later than 5:00pm Monday
- ☐ Match Day Paperwork Submitted to competition@fida.org.au no later than 5:00pm Monday
(Home Team)
 - Home Team Sheet
 - Away Team Sheet

Appendix 3

Country Conference Match Day Checklist

Host Club

Pre-Game

- ☐ Timekeeper provided with Official Timekeeper Cards and copy of Timekeeper Duties
- ☐ Scoreboard Operator supplied
- ☐ Team Sheets Complete
 - Player Names and Numbers Up to Date
 - Non-Playing Players Crossed Out
 - Late Additions added (Full Name and Jumper Number)
- ☐ Players Uniform Correct
- ☐ Umpire Escort is properly attired, has been introduced to the umpires and is aware of Umpire Escort Duties
- ☐ Match Footballs have been supplied to Umpires and approved
- ☐ Runner and Water Carriers properly attired and familiar with duties
- ☐ Stretcher is accessible and known to medical officers
- ☐ Ambulance Access is accessible
- ☐ Completed Team Sheets supplied to Host Club Match Day Manager at start of day

Post-Game

- ☐ Match Balls Collected from Umpires
- ☐ Player Reports confirmed or All Clear Received from Umpires
- ☐ PlayHQ Team Sheets updated to reflect final game day team sheets no later than 5:00pm Monday
- ☐ All match scores (for each half) submitted to competition@fida.org.au by no later than 5:00pm Monday for the League to upload to PlayHQ

Guest Clubs

Pre-Game

- Team Sheets Complete
 - ☐
 - Player Names and Numbers Up to Date
 - Non-Playing Players Crossed Out

- Late Additions added (Full Name and Jumper Number)

- ☐ Players Uniform Correct
- ☐ Umpire Escort is properly attired, has been introduced to the umpires and is aware of Umpire Escort Duties
- ☐ Runner and Water Carriers properly attired and familiar with duties
- ☐ Complete Team Sheets submitted to Host Club Match Day Manager & Umpires

Post-Game

- ☐ Player Reports confirmed or All Clear Received from Umpires
- ☐ PlayHQ Team Sheets updated to reflect final game day team sheets no later than 5:00pm Monday