



2020 **DRAFT** FOOTBALL FEDERATION SUNRAYSLIA BY LAWS

All FFS sanctioned competitions will be conducted under the current FV Rules of Competition except where varied by this document. These competitions include but are not limited to: practice matches, the 'Knockout Cup', 'S-League', 'J-League', 'Finals Series' and 'Summer 7s'.
(reviewed 25th May 2019)

FFS SANCTIONED PRACTICE MATCHES

1. A practice match is defined as any game organised between one FFS club and any another club which is played outside the normal season draws of FFS Knock Out Cup, S-League, Finals series and Summer 7s on any pitch at Aerodrome Ovals Mildura, Henshilwood Park Irymple or Kenny Park Merbein.
 2. All proposed practice matches should be notified to FFS General Manager a minimum of 2 weeks prior to the proposed practice match date.
 3. The notification about the proposed match should include the following information:
 - The date
 - The venue
 - The home and away teams
 4. The home club involved in the practice match is responsibility for providing the following:
 - Safe playing surface
 - Required playing equipment (may include goals, nets, flags, balls)
 - Drinking water
 - A designated First aid person
 - Toilet facilities
 - Rubbish bins
 5. FFS shall nominate a qualified referee to all FFS sanctioned practice matches
 6. The home club can negotiate with the referee as to the amount of the fee to be paid (if a fee is required)
 7. The participating clubs are responsible for supplying lines people. The home club will be responsible for linemarking of pitch as determined by FFS General Manager. (Each club may agree to pay a proportional costs)
- 1.8** A player will not be eligible to register or play for another club until all outstanding fees are paid to his/her previous club.

2. 'KNOCKOUT CUP' COMPETITION RULES

2.1. Each club shall nominate teams to FFS at least two weeks prior to the start of the scheduled 'Knockout Cup'.

2.2. All nominated teams will play off in a knock out competition over a 3 week period - to be determined by FFS prior to the start of the season.

2.3 THE KNOCKOUT CUP DRAW

(Team 1 = first team drawn out, Team 2 = second team drawn out etc)

2.3.1. Where there are 3 teams entered in any competition the draw will be as follows;

- Week 1 - Team 1 vs Team 3 (winner plays in week 3)
- Week 2 – Loser of (Team 1 vs Team 3) vs team 2
- Week 3 – Winner from week 1 plays winner from week 2
(7/5/19 does this need to be reviewed to make sure each team play twice?)

2.3.2 Where there are 4 teams in any competition the 1st round of the competition will be a bye.

- Week 2 –Team 1 vs Team 3 and Team 2 vs Team 4
- Week 3 – Winners from week 2 games play each other in the final

2.3.3 Where there are 5 teams in any competition the draw will be as follows;

- Week 1 –Team 1 vs Team 3 plus Team 2 vs Team 4, Team 5 has a bye
- Week 2 – The Best Winner plays the Best Loser from week one and the other winner plays team 5
- Week 3 – Winners from week 2 play each other in a final

2.3.4 Where there are 6 teams in any competition the draw will be as follows;

- Week 1 –Team 1 vs Team 4 plus Team 2 vs Team 5 and Team 3 vs Team 6
- Week 2 – The winner from 1v4 plays the winner from 2v5 and the winner from 3v6 plays the best loser from week 1
- Week 3 – Winners from week 2 play each other in a final

2.3.5. Where there are 7 teams in any competition the draw will be as follows;

- Week 1 – Team 1 vs Team 4 plus Team 2 vs Team 5 and Team 3 vs Team 6, Team 7 has a bye
- Week 2 – The winner from 1 v 4 plays the winner from 2 vs 5 and the winner of 3 vs 6 plays team 7
- Week 3 – Winners from week 2 play each other in a final

2.3.6. Where there are 10 teams in any competition the draw will be as follows;

- Week 1 – Team 1 vs Team 6 plus Team 2 vs Team 7 and Team 3 vs Team 8, Team 4 vs Team 9 and Team 5 vs Team 10.
- Week 2 - A ladder will be done and the following games will make up Week 2 games
No 1 on ladder will play No 4 on ladder and No 2 on ladder will play No 3
No 5 on ladder will play No 8 on ladder and No 6 on ladder will play no 7 on ladder
Nos 9 and 10 on the ladder will be eliminated
- Week 3 – Winner of 1 vs 4 will play winner of 2 vs 3 in the final of the KO Cup and the winner of 5 vs 8 will play the winner of 6 vs 7 in a plate event.

2.3.7 For senior men's matches only, the substitution rule shall apply.

2.3.8 If a team forfeits a scheduled match in Round 1 of the Knockout Cup, that team is eliminated from the competition, unless it is a 3 team competition.

2.3.9 *To determine the best winner and best loser by finishing positions, if two or more teams are tied on points then the finishing positions will be determined by the following means in the following order:*

- a) the team with the higher goal difference will be ranked higher,*
- b) if the teams remain tied after that then the team with the higher goals scored FOR will be ranked higher,*
- c) if the teams are still tied then the team who had the highest standard of fair play (with respect to red and yellow cards) will be ranked higher*

2.3.10 If at the completion of play of all games in any KO Cup division/league, the scores for any 2 games (involved in determining the best winner and best loser) are exactly the same and the fair play conditions are exactly the same a penalty shoot out will be held immediately after full time, between the two winning teams and the two losing teams to determine the best winner and the best loser. *(Reviewed April 2019)*

2.4 KNOCKOUT CUP PLAYER ELIGIBILITY

2.4.1. All Players will be 'Knockout Cup' tied to their respective clubs after the completion of the first round of competition that their team competes in.

2.4.2. If a club fields both senior men and reserve men's teams in the 'Knockout Cup', both teams may be permitted to name and move players to either team at will, provided that both senior and reserve men are fixtured to play on the same day.

2.4.3. Subject to Rule 2.4.2, if a player (other than the goal keeper and any junior players) is named in the starting line up for the senior men's team in rounds 1 or 2 of 'Knockout Cup' and that player's team is eliminated, that player is no longer eligible to play in the reserve men's team for future rounds. *(Reviewed April 2019)*

2.4.5. Any team participating in Round two, who has *not* had the opportunity to participate in Round one, either due to receiving a Bye or no games being played in round one, may name the starting 11 (eleven), plus an additional 7 players for the Round 2 game.

2.4.6. To be eligible to play in the final round of the senior men, reserve men and senior women's competitions, a player, (other than a junior player) must have been named on the Match Record in at least one, of the first two rounds of the competition in which the player's team participated.

2.4.7 To be eligible to play in the final round of the senior men, reserve men and senior women's competitions, players must be registered and appear as eligible players on the current FV Sports TG database.

2.4.8 No player may participate in more than 2 games per day

2.4.9 If any club has concerns about player eligibility their concerns should be raised immediately after the conclusion of the match, with the General Manager. Reports will be investigated and any team subsequently found by FFS to have played an ineligible player will forfeit the 'Knockout Cup' match/s in which the ineligible player participated.

2.5 KNOCKOUT CUP MATCH TIMES

2.5.1. FFS reserves the right to shorten match times prior to kick off, to accommodate all 'Knockout Cup' matches.

2.5.2. Normal Match Times

Age Group	Field Size	Duration of Matches Normal Time	Half Time	Total Time
Under Twelve (12)	Full Pitch	2 x 25 minute halves	10 minutes	60 minutes
Under Thirteen Girls Only (13)	Half Pitch	2 x 25 minute halves	10 minutes	60 minutes
Under Fourteen (14)	Full Pitch	2 x 30 minute halves	10 minutes	70 minutes
Under Sixteen (16) (as of 30th September)	Full Pitch	2 x 35 minute halves	10 minutes	80 minutes
Reserve Men	Full Pitch	2 x 40 minute halves	10 minutes	90 minutes
Senior Women	Full Pitch	2 x 45 minute halves	10 minutes	100 minutes
Senior Men	Full Pitch	2 x 45 minute halves	10 minutes	100 minutes

2.5.3. Extra Time

Age Group	Applicable Extra Time
Under Twelve (12)	2 x 5 minute halves
Under Thirteen Girls Only (13)	2 x 5 minute halves
Under Fourteen (14)	2 x 10 minute halves
Under Sixteen (16)	2 x 10 minute halves
Reserve Men	2 x 10 minute halves
Senior Women	2 x 15 minute halves
Senior Men	2 x 15 minute halves

2.5.4. There will be no half time break during extra time

2.5.5. In any match if scores are tied at the end of extra time a penalty shootout will occur. Dependant on time availability the referee will decide the number of penalty kicks. If time is limited all junior age groups will take 3 penalties each and senior men, senior women and reserve men will take 5 penalties each.

If time permits the normal rule of 5 penalties for all age groups will apply.

2.6 KNOCKOUT CUP DISCIPLINE

2.6.1. All discipline received from the 'Knockout Cup' will carry over to the regular S-League season.

2.7 KNOCKOUT CUP FORFEIT

2.7.1 If a team forfeits a match prior to the designated start time, the club will be responsible for paying the referee fees as follows:

- Notification received more than one hour from the start time – no payment required
- Notification received 30 minutes to 60 minutes prior to start time – half fee payments
- Notification received when match is due to start – full fee payment

The referee has the right to forgo payment of the game fees if he/she so wishes but must notify the designated referee appointments officer of this ASAP

3. S-LEAGUE COMPETITION RULES

All matches of the FFS 'S-League' will be conducted under the current FV Rules of Competition except where varied by this document.

3.1. S-LEAGUE COMPETITION STRUCTURE - General Information

3.1.1 The 2019 S-League competition shall include, but is not limited to, the following:

League Name
S-League Seniors Men
S-League Senior Women
S-League Reserve Men
S-League 16 & Under (as at 30/9/19)
S-League U14's
S-League U13 Girls Only
S-League U12's

3.1.2 If a team withdraws prior to the start of the competition season and cannot be replaced, a "BYE" will be inserted into the relevant fixture.

3.1.3 If a team withdraws after the start of the competition season, the following will apply:

- a) If a team withdraws before the conclusion of the round which marks the halfway point of the competition season:
 - (i) a 'BYE' will be inserted in the fixture to replace the team withdrawn
 - (ii) all points, (including goals scored for and against) for that team, will be erased
- b) If a team withdraws after the halfway point of the competition season, but before the end of the round which marks the end of the competition season
 - (i.) a 'BYE' will be inserted in the fixture to replace the team withdrawn
 - (ii.) all points, (including goals scored for and against) for that team, up to the conclusion of the round that marks the halfway point of the season will stand
 - (iii.) all points, (including goals scored for and against) for that team, in the second half of the season up to and including the withdrawn team's last fixture, will be erased.

3.1.4 If a team is permitted to enter a competition after the commencement of the season, each team which had a BYE in a round prior to the entry of that team shall be recorded as winning 3-0 against that new team.

3.1.5 All teams in all Leagues will play each other on a home and away basis over 15 Rounds unless otherwise determined by FFS.

3.1.6 The team finishing top of their respective Division at the conclusion of the home and away season will be crowned League Champions.

3.1.7 When determining ladder positions, if two or more teams are level on points then the ladder positions will be determined by the following means in the following order:

- a) head to head win/loss ratio between the teams,
- b) if the teams are still tied the team with the higher head to head goal difference will be

- ranked higher,
- c) if the teams remain deadlocked after that then the team with the higher goals scored FOR in head to head matches will be ranked higher,
- d) if the teams remain deadlocked a final playoff match will be played and if the game score at full time is tied a penalty shootout will be used to determine the winner.

3.2 PLAYER ELIGIBILITY

3.2.1 A Player is eligible to play in his or her team provided he or she:

- a) has been registered in line with FFA and FV Registration Regulations,
- b) is not under suspension by FFS, FV or FFA,
- c) meets the team's age group and gender guidelines

3.2.2 A Player will not be prevented from playing one age group above his or her age group. However if a player wants to play more than one age group above his or her age group, written permission must be given by both parents.

3.2.3 A Player who is participating above his or her age group will not be prevented from returning to play in his or her rightful age group unless that Player is suspended.

3.2.4 A Player may in FFS's sole discretion be permitted to play down one age group in the following circumstances:

- a) if the Player has not previously been registered with FFA or FV; or
- b) the Player's Club applies in writing to FFS requesting dispensation, providing satisfactory medical evidence that the Player is not capable of competing at the higher level.
In support of the application, the Club must submit;
 - i. a letter on Club letterhead outlining the request;
 - ii. a supporting letter from the Player's parent(s)/guardian(s);
 - iii. a current medical certificate outlining the Player's condition and reason(s) for needing to play in a younger age group; and
- c) the Player's Club applies in writing to FFS requesting dispensation based on the players playing ability, providing satisfactory evidence that the Player is not capable of competing at the higher level;
In support of the application, the Club must submit;
 - i. a letter on Club letterhead outlining the request;
 - ii. on receipt of this request designated FFS representatives will view the player playing and make a report back to FFS as to their suitability to play down an age group in a fair manner (*needs reviewing*)

any other information the club wishes to submit in support of the application.

FFS may request further information or clarification from a Club applying for dispensation under rule 3.2.4 as it sees fit, and will make a decision in relation to the request under that regulation at its sole discretion.

3.2.5 Players in the 12's –16's age groups who are listed on the Match Record will be deemed to have participated in the fixture.

3.2.6 No player may participate in more than 2 games per day

3.3.5 Any player who transfers his or her registration to another club within the season will not be permitted to play for that new club unless the previous club confirms to FFS that the player has paid all money owing to the player's previous club. Any dispute will be resolved by FFS at its absolute discretion.

4. FIXTURE REQUIREMENTS

4.1 FIXTURES

4.1.1. A match may not start if either team consists of fewer than seven (7) players including a goalkeeper.

4.1.2. All substitutes must be seated within the Technical Area if seating is available within the technical area

4.1.3. Substitutes are permitted to warm up outside of the Technical Area, provided they are wearing an alternative coloured uniform to the team strip.

4.1.4. When warming up, substitutes must use an area as far as possible from the opposing team.

4.1.5. In all FFS competitions, except Senior Men's Fixtures (see 4.1.7 below), the Interchange Rule shall apply. A maximum of 16 players may be named on the Match Record and clubs may make any number of substitutions or interchanges during the course of the match.

4.1.6. All teams competing in FFS Fixtures where the Interchange Rule applies are permitted to name five (5) and use all five (5) substitutes throughout that Fixture, provided the Senior Match Official has been consulted first

4.1.7. Where a Player is sent from the field of play (red card) no interchange/substitution may be made for that Player.

4.1.8. For Senior Men's Competition each team may make up to three (3) substitutions in any FFS Fixture, with no more than five (5) substitutes permitted to be named on the Match Record. Once a Player has been substituted they may take no further part in the Match

4.1.9. To avoid time wasting, the interchange of Players in the last 5 minutes of normal time in any FFS Fixture will only be permitted at the discretion of the Match Official.

4.2 GROUND MARSHALS / SECURITY / POLICE

4.2.1 Each Club must provide a minimum of 1 Ground Marshal for Under 16, Reserve Men, Senior Women and Senior Men.

Ground Marshals must:

- I. be in clearly identifiable uniforms;
- II. be visible from the field of play at all times;,
- III. escort the Match Official(s) to and from the change rooms and the field of play at half time and full time
- IV. be at least 18 years of age;
any person under the age of 18 who intends to act as a Ground Marshal must submit to the Match Official upon request;
 1. a supporting letter from a parent or guardian
 2. a supporting letter from the Club

4.2.2 Senior Match Officials and Assistant Match Officials should not leave their dressing rooms to enter the field of play, or leave the field to return to their rooms, until identifiable Ground Marshals are present to escort them.

4.2.3 FFS may increase the minimum security arrangements for any Fixture at any time. These costs will be covered as FFS sees fit.

4.2.4 A failure by a Club Associate to comply with any requirement under rule 4.2 shall result in a fine designated by FFS

4.2.5 Each team is responsible for the safety of its players' property. Anything left in a change room is done so at the owner's risk.

4.3 MATCH BALLS

4.3.1 FFS shall provide the appointed Match Official with 2 Match balls no later than 30 minutes prior to the start of the scheduled fixture.

4.3.2 At the conclusion of the game, the Match Official will return the 2 Match balls to FFS.

4.3.3 FFS must use a licensed Match ball from one of FF's licensed ball manufacturers as advised by FV from time to time.

4.4 RESULTS OF MATCHES

4.4.1 The appointed Match Official is responsible for providing the match results, half time/full time scores, goal scorers, misconduct offences and the Best and Fairest Votes, to the FFS General Manager within thirty (60) minutes of the conclusion of the match.

4.4.2 If no Match Official is appointed or present then it is the responsibility of the first named club to communicate the match results to FFS.

4.4.3 It is the responsibility of the FFS General Manager to ensure that all final results for each respective age group and/or competition are published via Sports TG.

4.5 PLAYING JERSEYS

4.5.1 All clubs must wear uniforms that conform to FFV and FFA rules unless prior approval for a variation has been given by FFS

4.5.2 Any changes to the already recognized primary colours of each club must be submitted to FFS for approval. Failure to comply with this rule would see the club in question not be allowed to wear the strips in any FFS sanctioned fixture.

5. FIXTURE DETAILS

5.1. DURATION OF FFS COMPETITION FIXTURES

5.1.1. Periods of play

(a) Subject to this rule all FFS Fixtures will be played over two equal periods as set out below, unless agreed otherwise between the Match Official and the two participating teams prior to commencement of the match:

Senior Men	45 minutes
Senior Women	45 minutes
Reserves Men	40 minutes
Under 16	35 minutes
Under 14	30 minutes
Under 13 Girls Only	20 minutes
Under 12	25 minutes

(b) The Match Official may cut short any Match if in the Match Official's opinion playing conditions compromise player safety or otherwise only if:

- I. it is in line with FIFA rules; and
- II. he or she has consulted with the coaches of each participating team

5.1.2. Half time interval

The half-time interval must be a minimum of 5 minutes and no longer than 15 minutes in duration. The duration of the half-time interval may only be altered with the consent of the Match Official.

5.1.3. Allowance for time lost

- a) Allowance is made in either half for all time lost through:
 - a. substitution(s)
 - b. assessment of injury to players
 - c. removal of injured players from the field of play for treatment
 - d. wasting time
 - e. any other cause
- b) The allowance for time lost is at the discretion of the Match Official.

5.1.4. Penalty kick

If a penalty kick has to be taken or retaken, the duration of either half is extended until the penalty kick is completed.

5.2. ABANDONED FFS COMPETITION FIXTURES

5.2.1. FFS Competition Fixtures may only be abandoned by a decision of the Match Official.

5.2.2. The FFS Competition Fixture may be abandoned for any, but not limited to, the following reasons:

5.2.2.1. any Club has its playing numbers reduced for any reason below the minimum FIFA requirement of seven (7) Players;

5.2.2.2. the lighting at the venue fails such that in the opinion of the Match Official it is impossible or unsafe to continue to play;

5.2.2.3. the Match Official determines that playing conditions have become unsafe or untenable for any reason; or

5.2.2.4. the Match Official, in consultation with security staff and ground marshals, determines that the conditions for players, coaches, Match Officials or supporters have become unsafe or untenable for any reason.

5.2.3. If a FFS Competition Fixture is abandoned due to a matter set out in [Rule 9.5.2](#) FFS may

determine the outcome of the FFV Competition Fixture as follows:

- 5.2.3.1.** If 80 per cent or more of Normal Time of a FFS Competition Fixture has been played then the score at the time of abandonment may stand.
- 5.2.3.2.** FFS Competition Fixture to be replayed in full.
- 5.2.3.3.** FFS Competition Fixture to be awarded as a "No Result"
- 5.2.3.4.** FFS Competition Fixture result is 0-0.
- 5.2.3.5.** FFS Competition Fixture result is 3-0 to the non offending Club unless the score at the time of abandonment was greater and in favour of the non offending Club. The greater result will stand.
- 5.2.3.6.** FFS Competition Fixture to be replayed from the time at which the original FFS Competition Fixture was abandoned.
- 5.2.3.7.** FFS Competition Fixture result to stand.
- 5.2.3.8.** Refer the matter to the Tribunal.

5.2.4. Any player suspended for an abandoned FFS Competition Fixture will be deemed to have served one (1) match of their suspension if the FFS Competition Fixture is not replayed. If FFS subsequently determines the abandoned match must be replayed, the player will serve their suspension in their next available FFS Fixture.

5.2.5. Further, any Club or Club Associate found to be responsible either in whole or in part for the abandonment of a FFS Fixture may be fined at level BR6 under the GDT may be guilty of Misconduct and may be subject to further penalties under the GDT.

5.2.6. When a FFS Competition Fixture is abandoned, all Match Officials are entitled to receive 100% of their normal Match Fee.

5.3. POSTPONED/RESCHEDULED FFS COMPETITION FIXTURES

5.3.1. FFS Competition Fixtures may only be postponed by the Match Official or by the FFS General Manager. FFS Competition Fixtures may only be rescheduled by the FFS General Manager.

5.3.2. If a FFS Competition Fixture is postponed by the Match Official, the Match Official must notify FFS.

5.3.3. FFS will determine the new time and date for the playing of a postponed/rescheduled FFV Competition Fixture. Such decision is not open to appeal or review. Clubs are obliged to fulfil any postponed or rescheduled FFS Competition Fixture as determined by FFS and any Club which fails to do so will automatically forfeit the FFS Competition Fixture and may face action under the GDT.

5.3.4. Any postponed or abandoned FFS Competition Fixture that requires rescheduling will be rescheduled into the next available catch-up round. Only when all catch-up rounds have been exhausted, or upon the written agreement of both clubs will any rescheduled FFS Competition Fixture be played midweek.

5.3.5. To avoid doubt the catch up round after the end of the Regular Season is to be used only for replaying FFS Competition Fixtures from the last round of the Regular Season other than in exceptional circumstances.

5.3.6. Any FFS Competition Fixture ordered by FFS to be replayed must be completed by no later than one (1) week after the conclusion of the relevant season unless otherwise approved or directed by FFS in writing. FFS may record the result of any FFS Competition Fixture not completed within this time frame as a "No Result".

5.3.7. Any Club Associate or Club found guilty of rearranging a FFS Competition Fixture or requesting the appointment of Match Officials outside a set kick-off time or date will be fined at level BR6 under the GDT and may be subject to further penalties under the GDT.

5.3.8. In addition to the above, FFS may record the final score of any such FFS Competition Fixture

as a “No Result”.

5.3.9. When a FFS Competition Fixture is postponed, all appointed Match Officials are entitled to receive 50% of their normal Match Fee if the Match Official was present at the pitch when the FFS Competition Fixture was postponed. Match Official's may not claim more than one (1) postponed match fee from one venue on one day.

5.3.10. In the event of a postponed or abandoned FFS Competition Fixture which is required to be replayed, clubs have five (5) business days from the originally scheduled FFS Competition Fixture to arrange an alternate date and venue. The date must fall within the Regular Season. Both date and venue must be approved by FFS. If no venue and date is provided to the FFS General Manager, The Fixture will be rescheduled at FFS's discretion.

5.4. WEATHER CONDITIONS

5.4.1. FFS and/or the Match Official may postpone, delay or abandon any FFS Competition Fixture due to weather, pitch conditions such as but not limited to excessive heat/humidity, lightning or rain that may endanger participants.

5.4.2. If 30 minutes before kick off the temperature at the venue is 32° or above, water bottles maybe made available to enable any player to take a drink during the course of the FFS Competition Fixture. Permission of the Match Official to take a drink is not required in these circumstances.

5.4.3. If conditions are considered extreme by the Match Official, he or she may allow a 2 minute break during the course of each half.

5.5. RESTRICTIONS ON PITCH USAGE

5.5.1. FFS may take whatever action is deemed necessary if any FFS Competition Fixture(s) are affected by restrictions on the usage of pitches.

6.0 MATCH OFFICIALS

6.1. Match Official Fees

6.1.1. For the 2020 Season, the Match Official fees as set out below will apply but are subject to change at any time.

Division	Main Match Official	Assistant Referee	
Senior Men	\$90.00	\$45.00	45 Minute halves
Senior Women	\$70.00	\$35.00	45 Minute halves
Reserve Men	\$70.00	\$35.00	40 Minute halves
Under 16	\$50.00	\$25.00	35 Minute halves
Under 14	\$40.00	\$20.00	30 Minute halves
Under 14 Girls	\$35.00	NA	25 Minute halves
Under 12's	\$35.00	\$20.00	25 Minute halves

FFS shall make payment to the referees by direct debit following the match

6.1.2. If a Match is abandoned or postponed, all Match Officials are entitled to receive Match fees.

6.1.3. The Match Referee and Assistant Referees will only be paid once both the Match Results and Best and Fairest vote cards are satisfactorily completed and given to the FFS General Manager.

6.2. BEST AND FAIREST VOTES

6.2.1. At the conclusion of each Match, the Match Official must complete the Best and Fairest Votes and, within 30 minutes of the conclusion of the fixture submit these to FFS.

6.2.2. All votes must be recorded on the 2020 Best and Fairest Voting Form provided by FFS

6.2.3. All votes must be treated with the highest confidentiality.

6.2.4. All voting cards must be completed in full, including the players name and Club

6.2.5. The Best and Fairest Award shall be voted on in each Match by the Match Official.

6.2.6. Votes shall be cast in a 3-2-1 format with 3 votes given for the player adjudged by the Match Official to be the best and fairest in each Match.

- a. A Player who receives a Suspension as defined in the GDT shall be ineligible to win the award.
- b. A Player who has a Direct Red Card revoked for mistaken identity shall be eligible to win the award.

7. FINALS SERIES

7.1. The top four teams in each Division will play in a finals series to be played over two weeks following the completion of the S-League.

- Week 1 – The team that finished 1st to play the team that finished 4th and the team that finished 2nd to play the team that finished 3rd
- Week 2 – The winners from week 1 will play each other in the Grand Final

7.2 ELIGIBILITY OF PLAYERS

7.2.1. For a player to be eligible to play in a Finals Series Match, that player must have played at least one third of the matches fixtured (played or forfeited but not including byes) in the S-League for that team in the current Competition Season.

E.g. in a league consisting of 15 S-League fixtures for each of the 6 teams competing, all players will be required to have played a minimum of five (5) S-League fixtures to be eligible to participate in the Finals Series.

In a league consisting of 12 S-League fixtures and 3 byes, for each of the 5 teams, all players will be required to have played a minimum of four (4) S-League fixtures to be eligible to participate in the Finals Series.

7.2.2. All players who qualify for U16, U14, U13 Girls Only & U12 fixtures are excluded from rule 7.2.1.

7.2.3 No player may participate in more than 2 games per day

7.3. FIXTURE DETAILS

7.3.1. FFS will schedule finals fixtures to be played after the completion of the S-League at such times and venues as it sees fit.

7.3.2. Fixtures will be run as per S-League rules

7.3.3. All suspensions from the regular season will carry over to the Finals Series.

7.3.4. Referees will be required to provide a fourth Official for all reserve men and senior men's finals matches

7.3.5. Referees will be required to select a best on field for all grand final matches

7.3.6 Extra Time

Age Group	Applicable Extra Time
Under Twelve (12)	2 x 5 minute halves
Under Thirteen Girls Only (13)	2 x 5 minute halves
Under Fourteen (14)	2 x 10 minute halves
Sixteen and Under (as at 30/9/19)	2 x 10 minute halves
Reserve Men	2 x 10 minute halves
Senior Women	2 x 15 minute halves
Senior Men	2 x 15 minute halves

7.3.7. There will be no half time break during extra time

7.3.8. In any match if scores are tied at the end of extra time a penalty shootout will occur. Dependant on time availability the referee will decide the number of penalty kicks. If time is limited all junior age groups will take 3 penalties each and senior men, senior women and reserve men will take 5 penalties each.

If time permits the normal rule of 5 penalties for all age groups will apply.

8.0 CLUB OF THE YEAR

8.1 The Club which at the end of the home and away S-League competition has the most points across all divisions shall be awarded the Club of the Year award.

8.2 10 points will be allocated to each team for a win

8.3 CLUB OF THE YEAR POINT DEDUCTIONS AND INELIGIBILITY

8.5 If a Club or Club Associate receives a Suspension or a Fine as defined in the GDT in 2019 or is otherwise found guilty by the Tribunal of any offence, that Club may have points deducted from its Club of the Year points tally in accordance with the following table and any such point deductions shall be determined by FFS in its sole discretion and shall not be appealable.

	INFRINGEMENT	POINT DEDUCTION
1	Failing to commence or complete a Match	3 points
2	Yellow Card	1 point for each instance of a Player receiving a Yellow Card
3	Red Card – direct or indirect	3 points for each instance of a Player receiving a Red Card
4	Accumulation of yellow cards	4 points per instance of a Player receiving
5	First offence in a season in respect of which a Club (or Club Associate other than a Player) is found guilty by the Tribunal	10 points
6	Second offence in a season in respect of which a Club (or Club Associate other than a Player) is found guilty by the Tribunal	Ineligible to win the award
7	First offence in a season in respect of which a Club (or Club Associate other than a Player) is found guilty but is not required to be heard by the Tribunal	5 points
8	Second offence in a season in respect of which a Club (or Club Associate other than a Player) is found guilty but is not required to be heard by the Tribunal (whether the same or a different charge)	10 points
9	Third offence in a season in respect of which a Club (or Club Associate other than a Player) is found guilty but is not required to be heard by the Tribunal (whether the same or a different charge)	Ineligible to win the award

8.4 To be eligible to win the Club of the Year award a Club must have fielded a minimum of 4 teams in the S-League Competitions throughout the season.

8.6 If two or more teams have an equal number of points then the Club of the Year winner will be determined from those tied teams in the following order:

- a) the Club with the least amount of points deducted in accordance with rule 3.3.2
- b) the Club with the most drawn games against all opposition
- c) the Club with the best head to head win/loss ratios against each other
- d) the Club with the higher head to head goal difference will be the winner.
- e) If two or more Clubs remain deadlocked after that then the Club with the higher goals scored FOR in head to head matches will be winner.