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**FOOTBALL
QUEENSLAND**

2019 Football Queensland Competition Regulations

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SECTION 1: Organisation & Admission

1. Scope and Application

- a) These Regulations shall apply to all 2019 National Premier Leagues Queensland (NPL), Football Queensland Premier League (FQPL), National Premier Leagues Queensland Women (NPLW) and Skill Acquisition Phase (SAP) Competition Fixtures and Sanctioned Matches.
- b) Football Queensland (FQ) will interpret and apply all articles of these Regulations and any such interpretation or application will be final and binding on all parties.
- c) These Regulations govern the Leagues as set out in Section 1, Article 5 (a).
- d) These Regulations apply to participants in the following competitions (the Competitions) unless stated otherwise:
 - i. National Premier Leagues Queensland Men's
 - ii. Football Queensland Premier League Men's
 - iii. National Premier Leagues Queensland Youth
 - iv. Football Queensland Premier Leagues Youth
 - v. National Premier Leagues Queensland Women's
 - vi. Football Queensland Boys Skill Acquisition Phase;
 - vii. Football Queensland Girls Skill Acquisition Phase; and
 - viii. FFA Cup Preliminary Round Competitions.
- e) Clubs, Players and Team Officials must comply with and agree to abide by the regulations of Football Federation Australia and Football Queensland, including but not limited to;
 - i. Football Federation Australia National Registration Regulations;
 - ii. Football Federation Australia National Disciplinary Regulations;
 - iii. Football Federation Australia Code of Conduct;
 - iv. Football Federation Australia Grievance Resolution Regulations;
 - v. Football Federation Australia and Football Queensland Member Protection Policies;
 - vi. Football Queensland By-Law 11;
 - vii. 2019 Football Queensland Disciplinary Regulations;
 - viii. 2019 Media Operations Manual;
 - ix. NPL/FQPL Licensing Agreement;
 - x. NPLW Licensing Agreement;
 - xi. SAP Licensing Agreement

- f) If any part of these Regulations is void, that part shall be severable and will not affect the enforceability of the remaining sections of these Regulations.
- g) Football Queensland may from time to time make variations to these Competition Regulations, providing due notice of the variations is given to all competing clubs.

2. Control of Competitions

- a) Football Queensland is responsible for the administrative control and conduct of the Competitions, subject to any resolution by the Football Queensland Board to the contrary.
- b) Participation in the Competition is awarded to successful applicants for a period as specified in the NPL/FQPL or NPLW Licensing Agreement

3. Consequences for Breach

Any breach of these regulations or failure to comply with any direction given by Football Queensland may result in the imposition of a penalty issued by Football Queensland under these regulations and other sanctions pursuant to the Football Queensland Disciplinary Regulations.

4. Matches Played in Accordance with the Laws of the Game

- a) All competitive matches under the jurisdiction of these Competition Regulations will be played in accordance with the IFAB Laws of the Game.
- b) The Competition Regulations outlined within are in addition to those stipulated in the IFAB Laws of the Game. (<http://www.theifab.com/laws>)

5. Confirmation of Leagues / Age Divisions

- a) Football Queensland will conduct Competitions in the following Leagues and Age Divisions:

League	Age Divisions
National Premier Leagues Men's	U18, U20, First Team
Football Queensland Premier League Men's	U18, U20, First Team
National Premier Leagues Youth	U13, U14, U15, U16
Football Queensland Premier League Youth	U13, U14, U15, U16
National Premier Leagues Women's	U13, U15, U18, First Team
Skill Acquisition Program - Boys	U9, U10, U11, U12
Skill Acquisition Program - Girls	U11/12

- b) Composition of the Leagues, including maximum number of Teams per Age Division, will be determined by Football Queensland.
- c) Football Queensland may conduct Cup Competitions for any League or Age Division. Notification and invitation for participation in these Competitions will be made prior to any Competitions, should they be conducted.

6. Contact Information

The following are the Football Queensland Competition Department contacts:

PRIMARY CONTACT Connor Ellis	FQ Office – 07 3208 2677 Mobile – 0428 760 622 Email: connore@footballqueensland.com.au
POSITION VACANT	FQ Office – 07 3208 2677
<i>Administration & Support</i> Charisse Wildman	FQ Office – 07 3208 2677 Email: charissew@footballqueensland.com.au

7. Player Insurance

- a) Player Injury and Associated Liability Insurance cover is taken out by Football Queensland. Policy details and claims procedures are available on the Football Federation Australia [website](#).

8. Outstanding Debts

- a) Treatment of outstanding debts will be as per the NPL, FQPL, NPLW and SAP Participation Licence Agreement (Section 2. Condition Precedent – Page 7).
- b) This article applies to all Competition and Cup Matches conducted by Football Queensland.

9. Special Consideration

- a) Football Queensland has the right to consider individual circumstances outside the prescribed limits of these Regulations should it be clear those special considerations are in the best interest of the game.
- b) The decision by Football Queensland to review and consider individual circumstances under this section is not subject to appeal or review.

- c) Nothing in these Regulations will prevent the Football Queensland Board from approving a course of action to meet unforeseeable circumstances not covered by these Regulations.

SECTION 2: Code of Conduct and Registrations

1. Code of Conduct

- a) All Players and Club Officials are bound by and must comply with all FFA Statutes and Regulations, including without limitation the Code of Conduct.
- b) The Code of Conduct aims to promote and strengthen the reputation of football in Australia by establishing a standard of performance, behaviour and professionalism for its Members (as defined in the Code of Conduct) and stakeholders. In addition, it seeks to deter conduct that could impair public confidence in the honest and professional conduct of matches or in the integrity and good character of its members.

2. Player Status

- b) Players who are registered participants in Football Queensland Competitions will be either Amateur or Professional Players as prescribed in the National Registration Regulations (NRR).
- c) As per the FFA National Registration Regulations:
 - i. A Player participating in football is either an Amateur or a Professional;
 - ii. A Professional is a Player who has a written contract with a Club (NRR05), under which he or she is paid to play football for that Club;
 - iii. An Amateur is any player that is not a Professional. A Club may pay or reimburse an Amateur Player any expenses incurred by that Player without affecting the Player's Amateur status, including for travel, kit, equipment, or insurance premiums. If however, an Amateur is reimbursed more than \$110 a week by a Club, the onus is on that Club to satisfy Football Queensland that the amount paid accurately reflects the expenses incurred by that Player. If the Club fails to satisfy this onus, that player will be deemed to be a Professional Player;
 - iv. A Player may only be registered with one (1) Club in each form of the game at any time in line with the FFA National Registration Regulations and FIFA. Football Queensland has discretion to permit players to play in multiple clubs that do not compete in the same competition (ie. Invited Players);
 - v. A Player may also be registered as a Futsal Player without affecting a Player's registration with other football types;

- vi. With the exception of the Football Types ‘NPL/Outdoor’, a Player may be registered under multiple Football Types without affecting a Player’s registration for another Football Type. For the avoidance of doubt a Player, may only have one registration to either NPL or Outdoor at any one time, they cannot be registered to both Football Types at the same time; and
- vii. A Player may be registered for a maximum of three (3) Clubs in each form of the game during a Season. During this period, the Player is only eligible to play in Matches (other than friendly and trial matches) for two (2) Clubs in each form of the game.

3. Age Eligibility

- a) The following table details the year of birth applicable to the age-eligible divisions of the Competitions. Players must be within these ranges in order to be eligible for registration.

Age Division	Birth Date
U20	For Players born 1999, 1998, 2001 and 2002
U18 (NPL/FQPL)	For Players born 2001 and 2002 For Players born 2001, 2002 and 2003 (Females)
U16	For Players born 2003
U15	For Players born 2004 (Males) For Players born 2004 / 2005 (Females)
U14	For Players born 2005
U13	For Players born 2006 (Males) For Players born 2006 / 2007 (Females)
U12	For Players born 2007
U11	For Players born 2008
U10	For Players born 2009
U9	For Players born 2010

- b) The QAS Girls may, field teams in the Competitions in which they participate exempt from Section 2, Article 3 a). Football Queensland will determine in their sole discretion the Competitions in which the QAS Girls participate.
- c) Brisbane Roar FC/ NTC will play a major role in the development of Queensland’s talented players through the implementation of the Brisbane Roar Academy Teams. Dispensation has been given to the Brisbane Roar Academy Teams to play in a competition above their age group for the 2019 Football Season.

Age Division	Birth Date
U20	For Players born 2002
U18	For Players born 2003
U16	For Players born 2004
U15	For Players born 2005
U14	For Players born 2006
U13	For Players born 2007

4. Registration Periods

- a) Any 'Amateur' Player Registration to a Club may occur at any time during the Registration Period each year. For 2019, the registration periods will be:

Amateur Player Registration Periods

Competition	Opening Date	Closing Date
NPL, NPLW & FQPL	17 th December, 2019	21 st June, 2019
SAP and Girls SAP	3 rd January, 2019	30 th June, 2019

- i. Amateur Players may register without restriction at any time up until 11:59pm on the Closing Date of their Competition registration period.
 - ii. Special exemption to the above registration windows may be applied at the discretion of Football Queensland, however intra-competition transfers (i.e. NPL to NPL) will not be allowed after the close of the registration window.
- b) Any 'Professional' Senior Player Registration (Male or Female) to a Club may only occur during one (1) of the (2) Registration Periods each year. For 2019, the registration periods will be:

Professional Player Registration Periods

Competition	Opening Date	Closing Date & Time
First Team NPL, NPLW & FQPL	5 th of November 2018	5pm 25 th of January 2019
First Team NPL, NPLW & FQPL	3 rd of June, 2019	5pm 21 st of June, 2019

5. Registrations Outside of Registration Periods

5.1 Amateur Player Registrations

- a) Football Queensland may register a Player outside of the Registration Periods if:
- i. That Player is a goalkeeper and Football Queensland is satisfied that the Club has justifiable reason for the request and has provided appropriate evidence;
 - ii. An injured Player is being placed on the Long Term Injury List or replaced permanently; or
 - iii. If the total squad number is reduced significantly.

5.2 Professional Player Registrations

- a) Football Queensland may register a Professional Player outside the Registration Periods only if:
 - i. That Player is not bound by a Professional Player Contract before the expiry of the Registration Period;
 - ii. That Player is a goalkeeper and Football Queensland is satisfied that the Club has a justifiable reason for the request and has provided appropriate evidence;
 - iii. Football Queensland is satisfied in its absolute discretion that exceptional circumstances exist, including if a Player is seeking registration arising out of the termination of a Participation Agreement of his or her former Club or he or she has terminated his or her Standard Player Contract for 'Just Cause'.
- b) Players participating in the Foxtel Youth League (FYL) or A-League regular Season and/or finals series for Season 2018/19 may be provided a Player Exemption by FQ to register outside of the NPL and FQPL Registration Period due to the overlap of these seasons with the beginning of the NPL and FQPL Season.
- c) Football Queensland shall determine applications made under this clause in its sole discretion and such determinations are not subject to appeal whether under these regulations or otherwise

6. Process for Registration of an Amateur Player

- a) All Amateur Players must be registered via the Play Football system. The registration of an Amateur Player with a Club is effective from the date the individual is made active by the Club within the system, unless they also require an International Transfer Certificate under Section 2, Article 8.
- b) If a Player is registering for the first time, that Player must provide the Club with evidence of name and age, by producing an original birth certificate, passport, drivers licence or similar form of identification.
- c) Amateur Players are permitted to register at any time. However, if the player(s) previous registration was with an NPL, FQPL or NPLW Club then they are not permitted to register with another Club in the same Competition after the 30th June, 2019
- d) Unless cancelled earlier, an Amateur registration is effective from the date of being made active in The Play Football System until the end of the Competitions in which the player is registered.

7. Process for Registration of a Professional Player

- a) Every Professional Player shall have a written Contract with a Club as per Prescribed Form NRR05 – Professional Player Contract (referred to in these Regulations as a Contract).
- b) The original of each Contract must be received by Football Queensland within seven (7) days of being signed by the Player.
- c) Ability to enter into Contract:
 - (a) A Professional Player and a Club may only enter into a Contract if:
 - i. The Player does not have a current Contract with another Club; or
 - ii. The Player has a current Contract with a Club and the provisions of Section 2, Article 15 (a) (iv) have been complied with.
 - (b) Any Player or Club in breach of this rule may be guilty of Misconduct and charged under the Football Queensland Disciplinary Regulations. Additionally, any Contract purportedly entered into in breach shall not be valid.
 - (c) All parties must initial each page of the Contract and any alterations or additions to the Contract and sign the Contract where indicated.
- d) Player is eligible to be registered with Football Queensland as a Professional with a Club only if:
 - i. The Player has self-registered via the Play Football system and the Club has accepted the Player's registration; and
 - ii. An original Professional Player contract signed by the Club and the Player seeking to be registered is lodged with Football Queensland; and
 - iii. The Club with which the Player wishes to be registered has lodged with Football Queensland an original NRR05 Professional Contract, signed by the Club and the Player seeking to be registered, during the prescribed registration period.
- e) The registration of a Professional with a Club is effective from the date of registration as entered by the Competitions Manager on the Prescribed Form and continues in accordance with the Professional Player Contract.

8. Process for Registration of an International Transfer

- a) In accordance with FIFA Statutes, a Player who was last registered (current or otherwise) with an overseas Club, inclusive of Players who are permanent residents or Citizens of Australia, require an International Transfer Certificate (ITC) from the National Association of that overseas Club in order to be registered in Australia.
- b) An ITC is an official document, physical or electronic, issued by a National Football Association, bearing its logo and physically signed by an authorised officer of that National Body. It can only be received by a Club via Football Federation Australia or Football Queensland.
- c) In accordance with FIFA Statutes, Football Federation Australia is only able to request an ITC from another National Association during the Registration Periods for Football Federation Australia, as specified in FIFA TMS (Transfer Management System).
- d) In accordance with the National Registration Regulations 4.5(d), a player is cannot be registered unless and until the ITC document is received by FFA and FQ.
- e) Regardless of whether the player is made 'active' in the Play Football system or not, a player requiring an ITC is not eligible to play any Competition Fixtures for any National Premier Leagues or Football Queensland Premier League Club until the ITC document has been received by the Club.
- f) It is the Clubs responsibility to ensure an ITC document has been received prior to fielding the Player in a match. Clubs failing to satisfy these criteria will be deemed to have played an ineligible player and will be dealt with accordingly under these Competition Regulations.
- g) On fulfillment of all requirements, the Player can be added to the club's Player Roster.
- h) To access the full 'Guide to International Transfer Certificates' document, visit www.ffa.com.au

9. Visa Players

- a) If a Club registers a Visa Player as a Professional, that Club must ensure it meets all the legal requirements pertaining to the obtaining and maintaining of a valid visa or work permit for that Visa Player, including where applicable, a letter of endorsement from FFA, the payment of any minimum salary and any sponsorship requirements.
- b) The number of Visa Players allowed in each First Team Competition is:
 - i. NPL and FQPL – Maximum of two (2) visa players
 - ii. NPLW – Maximum of three (3) visa players

- c) Clubs will be required to submit documentation to FQ showing the residential/citizenship status of visa players. FQ may also request documentation of additional players at their discretion.
- d) In Men's First Team Competitions, Visa Players found to be participating in First Team matches that are not listed on the PPS will be deemed ineligible and offending clubs will be dealt with under these Regulations.

10. Process for Registration of Team Managers & Coaches

- a) All Coaches and Team Manager's must be registered in order to be involved with a Club participating in Football Queensland Competitions.
- b) An application for registration as a Coach or Team Manager by a Club shall be made by completing the following requirements:
 - i. Registration on the Play Football system;
 - ii. Working with Children Criminal History Record Check in accordance with Blue Card Services, Justice Services Queensland.
- c) The registration can be affected and made active in the Play Football system, once the Club has sighted the applicant's CCYPCG Blue Card.
- d) All coaches that coach within Football Queensland Competitions must hold the recognised minimum level of coaching accreditation required as stipulated in the Licensing Criteria.
- e) Failure to comply will result in non-issue of Accreditation.

11. Process for Registration of Medical & Special Care Volunteers

- a) All Special Care Volunteers must be registered in order to be involved with a Club participating in Football Queensland Competitions.
- b) An application for registration as a Sports Trainer, Doctor or Physiotherapist shall be made by completing the following requirements:
 - i. Registration on the Play Football System; or
 - ii. Working with Children Criminal History Record Check in accordance with Blue Card Services, Justice Services Queensland; or
 - iii. Providing a copy of relevant medical qualification to the Club. This would be either Sports Trainer Accreditation where a check has been carried out, or a Certificate of Registration as a Doctor or Physiotherapist.

- c) The registration can be affected and made active in the Play Football system, once the Club has sighted the applicants CCYPCG Blue Card and Registration Certificate for the relevant medical field.

12. Submission of Registrations

- a) All registrations are to be processed and completed via the Play Football system no less than 48 hours prior to participating in any match.
- b) All Clubs must submit approved registrations for all players and officials on the 'Player Roster' as listed in these Competition Regulations.

13. Changes to Registered Information

- a) If any changes occur in the information registered for your Club's Players, Coaching and Support Staff, the Club is required to ensure the relevant person whom the information relates shall update their information in the Play Football system no later than 72 hours of the change occurring.

14. Player De-Registration

- a) An Amateur/Professional Player may be de-registered by applying to de-register via the Play Football system, which will notify the Club and Football Queensland of the Player's intention to de-register.
- b) If a Club no longer requires the services of an Amateur/Professional Player then the Club is required to request the de-registration of that Player via the Play Football System. This will notify the Player and Football Queensland of the Clubs intention to de-register them.
- c) The de-registration is effective:
 - i. When the other party (i.e. Club or Player as the case may be) has confirmed the notification or cancellations;
 - ii. Amateur Players: seven (7) days from the date the Player/Club requested the de-registration in the Play Football System unless a Grievance has been lodged with Football Queensland;
 - iii. Professional Players refer to Section 2, Article 15.
 - iv. Any disputes relating to Player de-registration will be settled in accordance with the Football Federation Australia Grievance Resolution Guidelines and Football Queensland By-Law 11.

- d) Players De-Registering from a Club may be entitled to the FFA and Football Queensland refund. For the Football Queensland Refund Process, refer to the website, www.footballqueensland.com.au for the policy document.

15. Professional Player Transfer Fees & Disputes

- a) If the parties to a Contract agree to terminate the Contract before it expires in the form of a Professional Player Transfer, the maximum Transfer Fee (compensation) will be:
- i. Maximum amount of 50% of the total Base Wage (salary) which would otherwise be paid to that Professional Player during the remainder of the Contract, payable within 30 days of the agreed date of termination of the Contract. For the avoidance of doubt, the Base Wage (salary) is not inclusive of any Match Bonuses.
 - ii. If a Professional enters into a Contract with another Club, that Club must forward the agreed Transfer Fee to the previous Club within 30 days of entering into such Contract.
 - iii. All three (3) parties involved in the Transfer must complete the Prescribed Form NRR06 – Application to Transfer of Professional.
 - iv. If the parties to a Contract agree to terminate the Contract before it expires and agree that no Transfer Fee will apply; then the parties must complete Prescribed Form NRR09 – Mutual Termination of Professional Player Contract, and the Player will then be considered a Free Agent.
- b) Football Queensland will recognise complaints made by Players against Clubs, or Clubs against Players, in regards to the terms and conditions as stipulated in NRR05 Professional Contract between them which has been lodged with Football Queensland. Complainants should refer to the 2019 Football Queensland Disciplinary Regulations and the National Registration Regulations

16. Player Rosters

- a) During the NPL, FQPL, NPLW and SAP seasons, Clubs are required to have a minimum number of active players' registered in the Play Football system at all times. Refer to schedule below for the 2019 requirements:

Teams/Age Division	Min Squad Size	Max Squad Size
NPL/FQPL First Team/U20	28	43
NPLW First Team	18	20
NPL/FQPL Men's U18	16	20
NPL/FQPL/NPLW Youth Teams	15	18
SAP U9	10	10
SAP U10/11/12	12	12

- b) All Clubs must maintain a Player Roster for each team, listing all currently registered players, which is to be updated and sent to Football Queensland as changes occur.
- c) Brisbane Roar / QAS Women's NTC Team are exempt from Section 2, Article 16. For this season the maximum squad size will be 24 players.
- d) QAS Girls Program Teams are exempt from Section 2, Article 16. For this season the maximum squad size QAS Girls Program Teams will be:

Teams/Age Division	Min Squad Size	Max Squad Size
QAS U15	15	20
QAS U14	15	20
QAS U13	15	20

17. Player Points System (PPS)

- a) The Player Points System for National Premier Leagues and Football Queensland Premier League Competitions is as detailed in:
 - i. NPL Player Points System Guidelines – Appendix 1
 - ii. FQPL Player Points System Guidelines – Appendix 2
 - iii. Section 7 – Additional PPS Rules

The above listed documents have been implemented and administered by Football Queensland in conjunction with Football Federation Australia for the National Premier Leagues Queensland and Football Queensland Premier League Competitions.

- b) The Player Points System only applies to NPL and FQPL First Teams only.
- c) The maximum points cap for National Premier Leagues and Football Queensland Premier League First Team Men's Competitions in 2019 is 185.
- d) If a First Team participates in a Competition match whilst over the 185 point limit the match will be awarded as a 3-0 win to the opposition.
- e) Breach of the PPS during the season, either via fielding an ineligible player, falling below the minimum player roster requirement of 20, or upgrading players that result in First Team players in excess of the maximum, will result in a forfeit against the offending team.

- f) Once a player has played 40% of Competition matches (40% of the complete Regular Season for the Applicable Competition) for their Club's NPL or FQPL First Team they must be included on the Player Roster and will be subject to the Player Points Cap before they are permitted to play any more Competition Matches for the NPL/FQPL First Team of that Club.
- g) For the avoidance of doubt, any Cup (i.e Preseason Cup or FFA Cup) matches do not count towards the 40% threshold referred to in Section 2, Article 17 (f).
- h) Players can only be added to the Club's roster during the registration windows set out in Section 2 Article 4 (a) or (b), whichever is relevant.
- i) Football Queensland and FFA reserve the right to alter the Player Points System to cope with unforeseen circumstances.

SECTION 3: Player Movement

1. Age Policy

1.1 Senior Men's – U18/20 Boys and First Team

- a) All registered age-eligible players included on a Clubs First Team, U20 and U18 Player Roster are eligible for selection in matches, unless suspended or otherwise ineligible for inclusion.
- b) Visa players may appear on the Clubs Player Roster for a lower age-eligible team, however these players are not eligible to play in your Clubs First Team. For the avoidance of doubt, any club playing a Visa Player from a lower age-eligible team, who is listed on the Clubs Player Roster, but is not listed on the PPS will be deemed to have played an ineligible player.
- c) Four (4) overage players (born 1998 or earlier) including three (3) outfield players plus one (1) goalkeeper are permitted to play down in the Club's U20 boys team.
- d) Age eligible players from a Clubs U18 and U20 Boys team may play across multiple age divisions in their respective FQ Competition, provided they;
 - i. Do not exceed the maximum age group of the age group in which they are participating; and
 - ii. No more than five (5) players who have participated (taken to the pitch) in a competition level above, may participate in any age-eligible team below that level in the same round and/or weekend.

1.2 Women's First Team & U18 Girls

- a) Visa Players registered to a Clubs lower age-eligible team are not eligible for selection in the First Team at any time. For the avoidance of doubt, any club playing a Visa Player from a lower age-eligible team, who is not listed on your First Team Player Roster will be deemed to have played an ineligible player and the matter dealt with under these Regulations.
- b) Players attaining the age of 17 in 2019 are eligible to play in the Women's First Team Competition without restriction.
- c) Twelve (12) nominated players on the First Team Roster have NO movement permitted, except by application addressing exceptional Circumstances.
- d) Four (4) overage players born (1998/1999/2000), including three (3) outfield players and one (1) goalkeeper are permitted to play in the lower level competition at any one time.
- e) First Team players who participate (defined as taking to the field of play) in a First Team competition match for a period of more than twenty (20) minutes, will be ineligible to play in the Clubs lower level team on the same weekend and/or round.

- i. Football Queensland will monitor the use of overage players and Clubs found to be abusing these rules, by stacking any age-eligible team below will be dealt with under these Regulations or the Disciplinary Regulations; and
- ii. Offending Clubs will incur a five (5) point deduction from their First Team results/ladder.

1.3 Youth (U13 to U16 Boys & U13/15/18 Girls) Competitions

- a) Clubs may permanently register up to 18 players in each age-eligible team.
 - i. Only 16 Players can be listed on the match record at any one time; and
 - ii. No Shadow and/or Invited Players are permitted.
- b) All Players are to be registered in their correct age group, according to their year of birth, unless written approval from Football Queensland is received.
- c) If 13 players or less are available on match days, Clubs may use two (2) players who have already attained the age of the age group below, in the age group above their own age group. By way of example if a player has already had their birthday in their own age division, they can automatically play the year level above.
 - i. Players participating in matches above their own age division cannot take the place of fully registered team members. For the avoidance of doubt, these players cannot, start a match ahead of a permanent team member.
 - ii. A Player may only fill match day shortages, in the age division above their own age group for a maximum of ten (10) matches during the Regular Season.
 - iii. Due to all clubs not having SAP Licences, 1.3 (c) excludes U13 Boys Competitions.

Clubs with shortages in this age division may apply to Football Queensland for exemption due to exceptional circumstances.

1.4 SAP

- a) SAP Clubs are permitted to have four (4) Shadow Players, who will train with their Club one (1) night per week. These players are not permitted to play in the Football Queensland SAP League unless player numbers drop below the minimum requirement.

2. RAE (Relative Age Effect)

- a) The relative age effect (RAE) principle allows flexibility for players who may be physically challenged by allowing them to play down an age group.
- b) Consideration may be given to players who may be adversely affected developmentally.
 - i. Each applicable team in a Club is limited to three (3) approved RAE Players, including a maximum of two (2) outfield players and one (1) goalkeeper, unless a special exemption is provided by Football Queensland on a case by case basis.
- c) Club Technical Directors may make application to Football Queensland and the State Technical Director for RAE consideration. The following supporting documentation is required before an assessment can be made:
 - i. Height and Weight;
 - ii. Player Assessment completed by the Club Technical Director; and
 - iii. A full body length photo of the player being considered.
- d) Any approved RAE Player must be accommodated in the team's maximum squad numbers.

3. Exceptional Ability

- a) In the first instance, Players of exceptional ability are to be registered in their correct age group according to their year of birth.
- b) Players may be considered to be of exceptional ability for their age after the season has commenced. Technical Directors must first assess Players of exceptional ability, before making application to Football Queensland. If approved, exceptional players may be granted permission to play in the age division above their age group.
- c) Players approved to play above their age group, must be accommodated in the team's maximum squad numbers.

4. General Rules – RAE (Relative Age Effect) / Exceptional Ability

- a) This RAE and Exceptional Ability provision is made available to Clubs for player/s who may be required to register to play under one of these two categories on a permanent basis.
- b) All players approved under 'Exceptional Ability' or 'Relative Age Effect' may be re-assessed during the season to ensure that the principles are being maintained.

- c) Re-Assessment may result in the withdrawal of Exceptional Circumstances/Relative Age Effect status, at which time the player/s will be required to play in their actual age group.
- d) This movement will only be permitted if there is no impact on the players registered to that particular age group. For the avoidance of doubt, another player would not need to be de-registered to make way for a player that has been approved for Exceptional Ability or RAE Status.
- e) Clubs with players registered under Exceptional Ability or Relative Age Effect are to ensure written communication from Football Queensland is received prior to participation in Competition Fixtures. Clubs who select players without written consent will be deemed to have fielded an ineligible player and the matter dealt with under these Regulations.

5. Equal Playing Time – Junior/Youth Competitions

- a) Clubs are to ensure all team members receive approximately equal amounts of playing time and 'game starts' during the Season. Clubs are to keep written records of this as it may be requested from time to time.

6. Playing 'Across' Competition

- a) The following conditions apply to player movement between competitions.
 - i. Players registered to a community club are not eligible to play for any club in the NPL, FQPL and NPLW Competitions, unless approval is given from Football Queensland under 'Exceptional Circumstances'.
 - ii. Regional NPL and FQPL Clubs may apply under 'Exceptional Circumstances'.
 - iii. SAP Clubs may apply under 'Exceptional Circumstances'.

7. Exceptional Circumstances - Competitive Age Divisions

- a) Exceptional circumstances may apply where a club would be prevented from fielding a team due to an injury and/or illness, a specialist goalkeeper being unavailable in a scheduled match or any Exceptional circumstances as deemed by Football Queensland in its sole and absolute discretion:
 - i. Clubs applying for exemption under 'Exceptional Circumstances' must be able to demonstrate that all avenues to source players internally have been exhausted before 'Exceptional Circumstances' approval will be granted.

- ii. Clubs fielding a player from a different competition, without prior written approval will be deemed to have played an ineligible player and the matter will be dealt with under these Competition Regulations.
- b) Exceptional circumstances will only apply to SAP Clubs when the club would be prevented from fielding a team due to injury and/or illness and the number of available players is fewer than 9 in 9v9 matches and 7 in 7v7 matches.

8. Long Term Injury List

- a) Should a Club seek to remove a Player's name from the Player Roster and/or PPS and include it on the Long Term Injury List, the following steps will apply:
- i. Where a Player suffers a long term injury, a club can submit a request in writing to the Competitions Manager for a replacement player. A Long Term Injury is defined as an injury which will prevent the player from playing for a period of four (4) or more weeks. Long Term Injury requests must be accompanied by a certificate from either the Club Physiotherapist or Medical Practitioner;
 - ii. Football Queensland may approve or decline the application, or request further medical evidence;
 - iii. If approval is provided by Football Queensland, the injured Player is from the date of Football Queensland's approval deemed to be included on the Long Term Injury List for the duration of the injury period specified by Football Queensland;
 - iv. Upon approval, the Replacement Player will be registered and the club will send a confirmation by way of an updated Football Queensland Player Roster;
 - v. An injured player who has been replaced cannot return to the squad within the minimum four week injury period, but may return to the squad once deemed fit after this period. An injured player returning to the squad can only replace his or her original injury replacement player; and
- b) At the conclusion of the Injury Period, a Club must apply to Football Queensland for either:
- i. The transfer of the injured Player back to the Player Roster and/or PPS; or
 - ii. The injured Player to remain on the Long Term Injury list for a further specified period provided that in each case the Club's Medical Advisor certifies that the Player has not recovered from his or her injury, illness or incapacity sufficiently to allow the Player, having due regard to his or her health and safety, to play in a match.
- c) If Football Queensland approves the transfer of the injured Player back from the Long Term Injury List to the Player Roster and/or PPS the injured Player is deemed to be included in the Player Roster from the date of Football Queensland's approval.

- d) Requests for an injured player to return to the Player Roster and/or PPS squad must be submitted by 5pm Wednesday for the player to be considered eligible for selection in the upcoming weekend's fixtures.
- e) If Football Queensland approves the application for the injured player to remain on the Long Term Injury List he or she remains on the list from the end of the initial injury period until the end of the additional period approved by Football Queensland.

9. Replacing a Player

- a) In the event that a Club removes a Player from its Player Roster and/or PPS in accordance with Section 3, Article 8, the Club may register a Replacement Player.
- b) For Senior Men's First Teams, the registration of a replacement Player must not cause the club to exceed the maximum points allocated in the Player Points System.
- c) Clubs may also apply to register a Replacement Player in the case of exceptional circumstances. In determining whether a Club will be granted permission to register a Replacement Player, Football Queensland will take into account such factors as:
 - i. The number, extent, and expected duration of injuries the Club is experiencing;
 - ii. The number and duration of unavailability of Players as a result of illness;
 - iii. The availability of appropriate replacements from the Club Roster; and
 - iv. Any other factor considered by Football Queensland to be relevant.
- d) If Football Queensland finds that exceptional circumstances exist and approve the registration of the Replacement Player;
 - i. Football Queensland will specify the maximum period for which the Club may engage the Replacement Player;
 - ii. The Club may register a player as the Replacement Player for a period not exceeding the Replacement Period;
 - iii. The Replacement Player is entered on the Club's Player Roster for the duration of the Replacement Period; and
 - iv. The Club is deemed not to be in Breach of any maximum roster requirements.

SECTION 4: Competition & Match Day Regulations

1. Regular Season

- a) The 2019 Season will comprise of teams licensed or operating under a Memorandum of Understanding as approved by Football Queensland.
- b) Football Queensland shall conduct a program in gender specific age groups as specified at the beginning of each playing season. Football Queensland may make exemptions to this Regulation as deemed appropriate by Football Queensland at their discretion.
- c) Clubs must have competing teams in each age division unless exemption is obtained from Football Queensland.
- d) Football Queensland determines the number of teams to play in each age group in any particular season.
 - i. For 2019, Male competitions shall be represented by 15 Clubs (NPL), 11 Clubs (FQPL) and 20 Clubs (SAP) with a single team in each age division.
 - ii. For 2019, Female competitions shall be represented by 14 Clubs (NPLW) and 11 Clubs (SAP) with a single team in each age divisions.
 - iii. Promotion and Relegation does form part of National Premier Leagues and Football Queensland Premier League First Team Competitions for 2019.
 - iv. Promotion and Relegation does not form part of the National Premier Leagues Women's Competition for 2019.
- e) All Male and Female Competitions will consist of two (2) stages;
 - i. Premiership, consisting of home and away matches; and
 - ii. Finals Series matches.
- f) The Football Queensland Skill Acquisition Program will consist of a League format supported by Gala days and Carnivals administered by Football Queensland. SAP League matches will reflect the FFA Small Sided Football formula.
- g) In the event of any team withdrawing or being removed from the Competitions, the following procedure will take effect to allow the altered Competitions to proceed to a conclusion;
 - i. Removed or withdrawing before Competition has started; Bye may added or the Competition may be redrawn to accommodate the vacant position in the competition.

- ii. Removed or withdrawing after the Competition has commenced; for all opposing teams that have played the removed or withdrawn team (for the complete round) points and goals against the withdrawn team will be deleted from their records and will be credited with a bye result. Any Cautions or Send Offs will be rescinded. Teams that have not played the removed or withdrawn team will obtain a bye result.

2. Competition Points

- a) Teams will play in Competition Fixtures as scheduled by Football Queensland.
- b) The following points will be awarded for NPL, FQPL, and NPLW competition matches during the Regular Season.
 - Win - 3 points
 - Draw - 1 point each Team
 - Loss - 0 points
 - Forfeit - 3 points to the Team receiving the forfeit
 - Bye - no points
- c) Points will not be attributed to the result of any match in the SAP Game Phase. For the avoidance of doubt, in all Football Queensland SAP Leagues, there will be no ladder or results recorded.

3. Competition Placings

- a) The position of each Club at the end of the Regular Season will be determined based on the following criteria:
 - i. Highest number of points accumulated during the Regular Season;
 - ii. If two (2) or more Clubs are level on points accumulated, the following criteria will be applied, in order, until one (1) of the Clubs can be determined as the higher ranked:
 - (a) Highest goal difference;
 - (b) Highest number of goals scored;
 - (c) Highest number of points accumulated in matches between the Clubs concerned;
 - (d) Highest goal difference in matches between the Clubs concerned;
 - (e) Lowest number of red cards accumulated;
 - (f) Lowest number of yellow cards accumulated; and
 - (g) Toss of a coin in the event of a tie of two (2) Clubs or drawing of lots in the event of a tie of three (3) or more Clubs.

- b) Consistent with the MiniRoos Guidelines, league tables will not be kept during the Game Phase of the 2019 SAP Competition.

4. Finals Series

- a) The format and schedule of the Finals Series for each Football Queensland competition will be deterred at Football Queensland's sole and absolute discretion.
- b) The top four (4) teams in the Men's NPL 1st Grade, U20 and U18 competitions at the conclusion of the Regular Season will participate in a Finals Series
- c) The Final Series for the teams listed in Section 4, Article 4b) will be played over a two (2) week period in the specified Finals Series format outlined below:

Round	Match Number	Title	Teams
1	1	Semi-Final 1	1 st v 4 th
	2	Semi-Final 2	2 nd v 3 rd
2	3	Grand Final	Winner of Match 1 v Winner of Match 2

- d) The top six (6) teams in the following competitions:
- i. NPLW 1st Grade, U18, U15 and U13
 - ii. FQPL 1st Grade, U20, U18, U16, U15, U14 and U13
 - iii. NPL U16, U15, U14 and U13

will participate in a Finals Series.

- e) The Finals Series for teams listed in Section 4, Article 4d) will be played over a three (3) week period in the specified Finals Series format outlined below:

Round	Match Number	Title	Teams
1	1	Elimination Final 1	3 rd v 6 th
	2	Elimination Final 2	4 th v 5 th
2	3	Preliminary Final 1	1 st v lowest ranked winner from Round 1
	4	Preliminary Final 2	2 nd v highest ranked winner from Round 1
3	5	Grand Final	Winner of PF 1 v Winner of PF 1

- f) The team who finish in the higher position at the conclusion of the Regular Season will be considered to be the home team for any Finals Series match/s
- g) The Club who wins each respective Grand Final will be crowned Champions and will be awarded the Championship Trophy
- h) To be eligible to play for a team in the NPL or NPLW Finals Series, a player must have been listed on match records and taken to the field of play in a minimum of ten (10) matches during the season

- i) To be eligible to play for a team in the FQPL Finals Series, a player must have been listed on match records and taken to the field of play in a minimum of seven (7) matches during the season.
- j) In competitions where interchange rules apply, all players listed on the team sheet will be for the purpose of Section 4, Article 4 be deemed to have taken to the field of play.

5. Procedures to Determine the Winner of Finals Series Matches

- a) If at the conclusion of the regular period in any Match in the Finals Series, the scores between the two (2) Clubs are tied, then extra time of two (2) equal periods will be played. The conditions of the Laws of the Game will apply.
- b) If scores remain equal at the conclusion of both periods of extra time, penalty kicks will be taken, in accordance with the IFAB Laws of the Game. Penalty kicks will be taken from the penalty mark in the following order to determine the winner of the match.
 - 1st kick – Team A 2nd kick – Team B
 - 3rd kick – Team A 4th kick – Team B
 - 5th kick – Team A 6th kick – Team B
 - 7th kick – Team A 8th kick – Team B and so on

6. Duration of Matches

6.1 Regular Season

The following will apply to all scheduled matches:

- SAP Under 9 20 minutes each half
- SAP Under 10 to 12 25 minutes each half

**SAP game time may be subject to change.

- Under 13 35 minutes each half
- Under 14 35 minutes each half
- Under 15 40 minutes each half
- Under 16 40 minutes each half
- Under 18 45 minutes each half
- Under 20 45 minutes each half
- First Team 45 minutes each half

- a) For all SAP matches there will be an interval of five (5) minutes between the whistle ending and the first period to the whistle starting, the second period and subsequent periods.
- b) For all matches consisting two (2) periods of 35/40 minutes there will be an interval of ten (10) minutes between the whistle ending the first period to the whistle starting the second period.
- c) For all matches consisting two (2) periods of 45 minutes there will be an interval of fifteen (15) minutes between the whistle ending the first period to the whistle starting the second period.

6.2 Finals Series – Extra Time

- a) The following will apply to all scheduled matches:

- Under 13 10 minutes each half
- Under 14 10 minutes each half
- Under 15 10 minutes each half
- Under 16 10 minutes each half
- Under 18 15 minutes each half
- Under 20 15 minutes each half
- First Team 15 minutes each half

- b) For all matches there will be an interval of five (5) minutes before the commencement of extra time.
- c) For all matches there will be an interval of two (2) minutes between the whistle ending the first period of extra time to the whistle starting the second period of extra time.

7. Added Time

- a) Referees will play additional 'injury and stoppage time' at the conclusion of each half in Senior men's (U18/20 Boys and First Team) and women's First Team matches of the Leagues governed by these Regulations.

- b) In a First Team Match, should delay be experienced (eg. Serious injury to a Player that requires suspension of play while the player is treated or transported from the Venue) the referee will record the lapsed time and ensure it is added to the match duration. If the elapsed time between the suspension of play and recommencement of play is longer than 45 minutes the referee will abandon the match and it will be replayed at a date in accordance with these regulations.
- c) Should a delay be experienced in a junior match, the referee will continue to keep the official time of the match and blow full time when the match duration has expired. The match result will stand.
- d) The referee shall be the sole keeper of time in all matches.

8. Extra Time

- a) There will be no extra time played in matches during the Regular Season in the event of a draw at the conclusion of normal time.
- b) Extra time may be played in Finals Series matches. See Section 4, Article 5 (a).

9. Extreme Weather Events

9.1 Adverse Weather - Rain

- a) On the days prior to the scheduled match day, the Home Club is to inspect their venue to ascertain whether the ground will be fit for play as per the schedule. If the field has been closed, the Home Club is to immediately contact Football Queensland, who will then notify the Away Club and the Match Official's Appointments Officer.
- b) The Home Club is responsible for obtaining and monitoring the weather leading up to and including match day. Weather forecasts can be obtained from the Bureau of Meteorology at www.bom.gov.au
- c) On the day of the scheduled match/s, the Home Club is to inspect their venue at **7.00am** or the earliest possible time and decide whether play can take place.
 - i. In the case of matches outside of the Brisbane Metropolitan area (e.g., Sunshine Coast, Gold Coast, Toowoomba and Wide Bay), the Home Club will be responsible for conveying the relevant information to Football Queensland no later than **6.00am** on match days.
- d) Clubs are advised that Match Official Payments will be paid in full, should match/s be postponed after Match Officials have commenced travel to the venue, so it is imperative that an early decision is made.
- e) Compensation may also be payable to the affected travelling team.

9.2 Adverse Weather - Heat

- a) When high temperatures occur on match day, the Match Referee and/or the Football Queensland delegate may determine:
 - i. To play the match under standard conditions;
 - ii. To play the match with provision for extra breaks for consumption of fluid; or
 - iii. To delay or postpone the match.
- b) The decision to invoke these provisions should be based primarily on an assessment of the potential medical risk of playing in the heat to both Players and Match Officials.
- c) All Clubs, Players and Match Officials are requested to note the following when high temperatures occur on match day;
 - i. If the temperature is 32° or above, water bottles should be made available and placed along the sidelines to enable any player to take a drink during the course of the game; *and*
 - ii. If conditions are considered extreme by the Match Referee, he or she has discretion to allow a two (2) minute break during the course of each half.

- iii. Any decision to play a match under altered match conditions can only be made with reference to the published Competition Regulations of this Operations Manual.

d) To read the full Hot Weather Guidelines refer to the Football Queensland website, www.footballqueensland.com.au

9.3 Delayed, Suspended, Abandoned Postponed & Cancelled Matches

- a) In the event that no decision is made as per Section 6, Article 9.1 and one or both Teams and the Match Officials have arrived at the venue, the Match Referee will inspect the field of play and decide whether play can take place:
 - i. At all; or
 - ii. Providing no further rain falls.
- b) The following alternatives apply to matches in relation to severe adverse weather conditions and/or major injury issues;

- c) **Suspend** – a fixture may be suspended but not for an unreasonable length of time;
- i. Once a match has commenced, the Match Referee has sole responsibility to determine if the match should be suspended or abandoned due to severe adverse weather conditions. The Match Referee has the discretion to confer with the key match day stakeholders prior to the decision being taken.
 - ii. A suspended match may be restarted in accordance with the provisions of Section 5, Article 9.3 (b) (a) (i). This decision will be made at the match venue by the Match Referee.
- d) **Abandoned** – a fixture may be abandoned post commencement with the result to be determined in accordance with Section 5, Article 9.3 (c) (i/ii);
- a. In the event of a match being abandoned at half-time or during the second (2nd) half of the match due to adverse weather or any cause over which neither club or Match Referee has control, the match result at the time of abandonment will be declared the final result.
 - iii. In the event of a match being abandoned before half-time due to weather conditions or any cause over which neither the Club or Match Referee has control, the match will be declared a postponed match and rescheduled in accordance with Section 5, Article 9.4, 9.4.1 or 9.4.2.
 - iiii. Any Club who is found to be responsible, either directly or indirectly, for the abandonment of a fixture will be subject to sanctions. In the case of loss of points, the opposing team will be deemed to have won the match by a score of three (3) goals to nil (0), or the actual goal difference, whichever is greater.
- e) **Postponed** – a fixture may be postponed and rescheduled in accordance with Section 5, Article 9.4, 9.4.1 or 9.4.2.
- f) **Cancelled** – a fixture may be cancelled in accordance with Section 5, Article 9.8 (a) and (b).

9.4 Rescheduling Matches Due to Adverse Weather

SAP, Under 13 – Under 16 NPL/FQPL and Under 13 – Under 18 NPLW

- a) Rescheduling of affected matches will be arranged by the relevant Clubs in the first instance.
- b) Matches are to be rescheduled within forty-eight (48) hours of the postponement, and subject to ground availability and weather conditions must be played within fourteen (14) days of the original scheduled date
 - i) Where matches involve Gold Coast United, Gold Coast Knights, Sunshine Coast FC, Sunshine Coast Wanderers, SWQ Thunder and Wide Bay Buccaneers are to be rescheduled, in consultation with Football

- Queensland these matches may be moved to a designated catch up weekend (if available).
- ii) Matches involving two (2) Sunshine Coast teams or two (2) Gold Coast teams will be rescheduled as per b) listed above
 - iii) If all catch up weekends have already been exhausted, Football Queensland will determine when and where the affected match/s will be rescheduled.
- c) Once the match details have been agreed upon by both Clubs, the Host Club must submit a Fixture Alteration Form to Football Queensland for approval
 - i) If the rescheduled match details are approved by Football Queensland, affected Clubs will receive confirmation from Football Queensland
 - d) Failure to comply with this Article may result in Football Queensland rescheduling the match at a time and place of their choosing
 - i) If either Clubs refuses to play a rescheduled match, it may be declared 'cancelled' and dealt with as per these Competition Regulations
 - e) Should an entire round of matches be postponed, all matches may be rescheduled to the nearest designated catch-up round
 - i) Should all designated catch up weekends be exhausted, the entire round may be cancelled at the discretion of Football Queensland
 - f) Football Queensland retains the right to make the final decision in regards to the rescheduling of all matches

NPL/NPLW/FQPL – First Teams

- a) All First Team matches to be rescheduled will be automatically rescheduled to be played on the on the Tuesday immediately following the originally scheduled match date.
 - i) It is the responsibility of the Home Club to ensure that their nominated venue (or another Football Queensland approved venue) is available for the match
- b) Football Queensland at its discretion may determine that due to certain circumstances (such as distance between Clubs) that a match may be rescheduled to the nearest designated catch-up weekend.
 - i) If all designated catch-up weekends are exhausted, Football Queensland will determine when and where the affected match/s will be rescheduled.
- c) If the designated Home Club does not have a venue to play night matches or is unable to provide another Football Queensland approved venue to play the match, the match will be played at the nominated venue of the Away Club.
 - i. In the event that neither Club has venue to play the scheduled match, the match will be played at a neutral venue.

If a Club refuses to play a rescheduled match as per these Regulations, the match may be declared a forfeit and awarded to the opposition Club as a win with a 3-0 score line.

9.4 Requests to Defer Matches

- a) A Club may seek Football Queensland's permission to have scheduled SAP, Youth and U18/20 Men's matches deferred in the following cases;
 - i. When a severe illness affects the availability of Players.
 - ii. When more than four (4) Players of the same Team are involved in representative outdoor football duties at Football Queensland/Football Federation Australia approved tournaments including state-wide school representative tournaments.
 - iii. At Football Queensland's discretion, other requests deemed 'Exceptional' by Football Queensland may be approved. Deferral requests will be considered on their merit and on a case by case basis.
- b) Clubs seeking to defer matches must submit their request for a deferment on the Fixture Alteration Form. Clubs seeking to defer matches must submit their request for a deferment along with details of the rescheduled match date, giving a minimum 14 business days' notice of the date on which deferment is being sought.
- c) If Clubs are unable to provide rescheduled match details, Football Queensland will determine the details for the rescheduled match.
- d) Deferred matches not rescheduled and played for whatever reason, before Saturday, 7th September, 2018 will result in the match being cancelled and the result recorded as a nil all draw (0 – 0).

9.5 Forfeited Fixtures

- a) Teams will be deemed to have forfeited a match when:
 - i. They fail to fulfil an engagement to play a match on the appointed date, time or venue;
 - ii. They field less than seven (7) of their registered Players at the start of any match;
 - iii. At any point during the match they cannot field at least seven (7) of their registered Players; or
 - iv. An ineligible Player as defined in these Regulations participates in the match.
- b) In the event of any Team forfeiting its match, the following procedure will take effect;
 - i. Full points allocated for the match will be forfeited to the opponent Team and the goals recorded as 3 goals by the Team receiving the points and 0 by the Team who has infringed the regulation, unless the goal difference for the Team receiving the forfeit is greater than 3, in which case they will receive the number of goals scored for in the match, with the forfeiting Team receiving nil.
 - ii. Clubs forfeiting on the day of scheduled matches will pay all appropriate Match Officials fees, irrespective of whether or not the Match Officials were in attendance, and pay compensation to the opposing Club. Compensation will be determined by Football Queensland.
 - iii. On a second forfeit, the Club involved will be required to Show Cause as to why they should not be expelled from the Competition, and the Team will, in addition to any fine imposed will forfeit match points should the result have been a win in their favour or a draw.
- c) Should a Team forfeit its last scheduled Premiership match without prior written advice from Football Queensland permitting the match to be rescheduled, the Club that causes the forfeit will be ineligible to win the Premiership.
- d) If a match is forfeited after the scheduled kick-off, the match record will be endorsed accordingly by the Match Referee.

9.6 Decision to Cancel

- a) The decision to cancel and not reschedule a Regular Season match will be made by Football Queensland in its sole and absolute discretion.
- b) A cancelled Regular Season match that is not rescheduled will be recorded as a nil-all draw with both Clubs awarded one (1) point.

10. Host Venues

- a) The venue for the matches in the Competition will be nominated upon entry, by the Clubs and subject to inspection and confirmation by Football Queensland.
- b) Should a Home Clubs first choice venue not be available for scheduled matches for whatever reason, it is the Home Clubs responsibility to secure an alternate venue that meets the Minimum Venue Standards for any affected matches.
- c) Football Queensland reserves the right to set the most appropriate course of action to conclude the Season, including but not limited to rescheduling matches to the 'Away Club' venue, or to a neutral venue
- d) In all instances any costs incurred in the rescheduling of matches will be the responsibility of the original Home Club.
- e) Venue and field inspections for perspective Final Series hosts will be performed by Football Queensland prior to approval for hosting rights for a match. Any decision to move venues following this inspection will be at the absolute discretion of Football Queensland and not open to appeal.
- f) The selection of venues for all Finals Series matches, including Semi and Grand Finals, will be at the absolute discretion of Football Queensland. A decision to allocate finals series matches will be made based on a variety of factors including, but not limited to venue availability, venue and field condition, commercial, marketing and financial considerations.

11. Substitution and Interchange

11.1 Substitution

- a) For all Senior Men's First Team National Premier Leagues and Football Queensland Premier League and all NPLW First Team Regular Season matches, each team may, at its discretion, substitute up to three (3) players (including a goalkeeper) at any time during a match with no more than five (5) substitutes listed on the team sheet.
- b) For all U20 National Premier Leagues and Football Queensland Premier League Regular Season matches, each team may at its discretion, substitute up to four (4) players, with a maximum of three (3) outfield player substitutions and a 4th being utilised, only for Goalkeepers at any time during the match with no more than five (5) substitutes listed on the team sheet.
- c) For all U18 National Premier Leagues and Football Queensland Premier League Regular Season matches, each team may at its discretion, substitute up to five (5) players (including a goalkeeper) at any time during a match with no more than five (5) substitutes listed on the team sheet.
- d) Once a player is substituted, they cannot return to the field of play to participate in the match.

- e) Only Players that take the pitch are deemed to have participated in the match.
- f) For all matches played (under Substitution) during Finals Series, the following Substitution Rules will apply:
 - i) up to a maximum of three (3) Players (including a goalkeeper) may be replaced at any time during a match, up until the conclusion of normal playing time or time lost, if played. The replacement Player must be one of the substitutes selected on the Team Sheet.
 - ii) one (1) additional Player (outfield Player or goalkeeper) may be replaced during Extra Time of a match up until the conclusion of Extra Time (whether or not the team has already used the full number of permitted substitutes). The replacement Player must be one of the substitutes selected on the Team Sheet.

11.2 Interchange

- a) Unlimited interchange of players is permissible at any time during the game in all U13 to U16 boys and U13, 15 and 18 girls' age groups. The maximum number of players to be used for interchange is five (5) players for all age groups.
- b) An interchange can only occur when the ball is out of play.
- c) The number of interchanges made during a match is unlimited. A player who has been replaced may return to the field for another Player.
- d) Interchange players cannot be used to replace any Player who has been dismissed from the match by the referee.
- e) Any player listed on the team sheet is deemed to have participated in the match unless 'DNP' is written beside the name/s of those players who did not take the field of play.

11.3 General Interchange/Substitution

- a) A Match Official may decline the interchange and/or substitution of Players in the last ten (10) minutes of a competition fixture if in his or her opinion the change is being made to deliberately delay play.
- b) Only players listed on the match record before the match commences are permitted to take part in the match.
- c) All interchange and/or substitute players must be seated within the Technical Area.
- d) All player changes made at half time must enter the field of play from the halfway line on the referees signal just prior to kick off of the second half.

- e) All interchange and/or substitute players entering the field of play must enter from the centre touch line. Players cannot enter until the player leaving the field has passed completely over the touch line.

12. Eligibility

a) Eligible Players include:

- i. one that has been registered in line with Football Federation Australia National Registration Regulations and Football Queensland Registration Procedures and Guidelines,
- ii. One that has have been given written consent from Football Queensland to participate under 'Exceptional Circumstances'.
- iii. One that is playing within their designated age group in accordance with these Regulations or unless otherwise approved by Football Queensland.

b) Ineligible Players include:

- i. Unregistered Players
- ii. Suspended Players - suspended by Football Queensland or any other Federation;
- iii. Player who participates in the match but is not listed on the team sheet prior to the match commencing
- iv. A Player who is required to stand down for receiving the required number of yellow card accumulations
- v. They have been expelled from a match on the day/s prior to the match but before an infringement notice has been issued
- vi. They have not been expelled from a match on the same day as the match but played earlier in the day; or
- vii. They are deemed ineligible due to any article of these Regulations and/or Football Queensland By-Law 11.

- c) A team will lose a match on forfeit and be fined in accordance with these Regulations, if an ineligible player participates in the match or, if at the time of the match, the team is in breach of the Player Points Cap (PPS) or Visa Players as set out in these Regulations.

- d) Additionally, the Club, Team Officials and/or Player may be further sanctioned in accordance with the 2019 Football Queensland Disciplinary Regulations. For the avoidance of doubt, it is the Clubs absolute responsibility to ensure that it fields eligible players in any match.

- e) Ineligible Player protests must be directed to Football Queensland via email to connore@footballqueensland.com.au

13. Technical Area

- a) Only registered Players and registered Team Officials are permitted in the Technical Area.
 - i. Players not participating in the match are not permitted to occupy the Technical Area. Only players and team officials listed on the team sheet and are appropriately registered/accredited are permitted in the Technical Area.
 - ii. A player or Team Official who is under suspension must not occupy a seat in the Technical Area.
 - iii. All Players in the Technical Area must wear a bib that contrasts with the colours worn by players of both teams, Match Officials and bibs of the opposing team.
 - iv. All Players must remain seated unless moving to and from warm-up.
 - v. One (1) person in the Technical Area is authorised to convey tactical instructions from the technical area.
 - vi. The Coach and other officials must remain within the confines of the Technical Area, except in special circumstances, for example, a team physio or doctor entering the field of play, with the referee's permission, to assess an injured player.
- b) A maximum of ten (10) persons are permitted to occupy the Technical Area for each Club during any Match. This includes the five (5) named substitute Players and up to five (5) named registered Team Officials, including the Club Technical Director.
- c) For SAP, a maximum of eight (8) persons are permitted to occupy the Technical Area for each club during any match. This includes three (3) named interchange players and up to five (5) registered Team Officials, including Club Technical Director.
- d) All occupants of the Technical Area must behave in a responsible manner. The Match Referee has the right to eject any person from the Technical Area at any time as he or she sees fit. The game will not recommence until that person has left to the Match Referees satisfaction.
- e) Smoking and consuming alcohol within the confines of the player barrier/fence is strictly prohibited. This includes the team bench within the Technical Area and all of its occupants.

14. Playing Strips & Clash of Colours

- a) All Clubs are required to submit their main and alternate kit colours to Football Queensland prior to the Competition commencing.
- b) All Home Clubs must wear their nominated main kit for all matches.

- c) In the case of a colour clash, the Away Club will be required to wear their alternate kit or a combination of the alternate playing kit and their main playing kit in order to resolve any clash of colour.
- d) During any fixture the teams of the same Club must wear the same colour playing kit unless otherwise expressly ordered by the referee to resolve the clash with the Match Officials kit.
- e) Unless already determined and communicated by Football Queensland, the referee will be the sole decision maker of a clash of colours.
- f) In the case of goal keeper's colours clashing with either the opponent's field players, goal keeper or the Match Official's kit, the referee will determine which keeper will change, always keeping in mind the principle that the visiting team should change.
- g) In the case of a combination of main and alternate kit colours of both teams clashing with the Match Officials, the referee will determine the final colours to be worn by all players and Match Officials.

15. Match Balls

- a) Each Club must use the official match ball in its promotional and advertising activities in relation to Football Queensland Competitions and ensure that the logo of the Leagues match ball supplier featured on the ball is not obscured, altered or deleted when used in any such Club promotions or advertising.
 - i. For Senior Men's and Women's First Team Matches, the Home Team shall provide the Match Official with three (3) **Infinity Synergy Pro 3.0** match balls no later than 30 minutes prior to the start of the scheduled Competition Fixture.
 - ii. For all NPL, FQPL and NPLW Youth matches, the Home Team shall provide the Match Official with three (3) **Equipe** match balls no later than 30 minutes prior to the start of the scheduled Competition Fixture.
 - iii. For all Skill Acquisition Phase Programs **Uhlsport** balls will also be used. Match balls are to be provided to instructing referees and/or Game Leaders 15 minutes prior to the start of the scheduled League match.
- b) Failure to supply the appropriate **Uhlsport** match balls will result in a fine of \$200 per match they are not supplied.
- c) Football Queensland will provide footballs for all Grand Finals matches.
- d) The following sizes of footballs are applicable to the different age divisions:
 - i. SAP Under 9 matches, Size 3 match balls must be provided;
 - ii. SAP Under 10 to 12 matches, Size 4 match balls must be provided;

- iii. NPL, NPLW, FQPL Under 13 matches, Size 4 match balls must be provided; and
- iv. For all other age divisions, Size 5 match balls must be provided.

16. Match Official Appointments

- a) The appointment of Match Officials will be made by Football Queensland for all NPL, FQPL and NPLW Competitions. Where Match Officials are not appointed to a match, the Home Club is responsible for providing a replacement 'Match Official' for the match.
- b) The 2019 SAP will implement the Game Leader model as identified in the MiniRoos Guidelines. It is each licensee's responsibility to appoint Game Leaders to their home SAP matches. For the avoidance of doubt, a Game Leader can be either:
 - Club Officials
 - Capable Parent
 - Older child or player; or
 - Beginner Referee

17. Match Official Fees

- a) Match Official's fees will be paid by Football Queensland for all NPL, FQPL and NPLW competitions. Clubs will be invoiced in advance, in three (3) instalments per annum; February 1, April 1 and June 1. Refer to the schedule below for the 2019 Match Official Fees.
 - i. Football Queensland is not responsible for the payment of Match Officials for any pre-season competition matches. Clubs participating in these matches are to make cash payments directly to the Match Officials prior to kick off.
 - ii. Where teams fail to pay match officials for Pre-season Friendlies, Football Queensland will pay in the first instance and the Club will be recharged match fees, plus an administration charge of \$20.00 per match.
- b) There is no requirement for Clubs to remunerate Game Leaders for officiating SAP matches, however, should a club choose to, it will be at the expense of the Club and not Football Queensland.

2019 - Match Official Fees

<i>Competition NPL</i>	<i>Referee</i>	<i>Assistant</i>	<i>Assistant</i>	<i>4th Official</i>	<i>TOTAL</i>
First Team	200.00	100.00	100.00	100.00	\$500.00
U20	116.00	58.00	58.00	N/A	\$232.00
U18	90.00	45.00	45.00	N/A	\$180.00
U16	68.00	34.00	34.00	N/A	\$136.00
U15	63.00	31.50	31.50	N/A	\$126.00
U14	57.50	28.75	28.75	N/A	\$115.00
U13	52.50	26.25	26.25	N/A	\$105.00
<i>NPLW</i>					
First Team	106.00	53.00	53.00	N/A	\$212.00
U18	80.00	40.00	40.00	N/A	\$160.00
U15	53.00	26.50	26.50	N/A	\$106.00
U13	42.50	21.25	21.25	N/A	\$85.00
<i>FQPL</i>					
First Team	190.00	95.00	95.00	95.00	\$475.00
U20	106.00	53.00	53.00	N/A	\$212.00
U18	80.00	40.00	40.00	N/A	\$160.00
U16	58.00	29.00	29.00	N/A	\$116.00
U15	53.00	26.50	26.50	N/A	\$106.00
U14	47.50	23.75	23.75	N/A	\$95.00
U13	42.50	21.25	21.25	N/A	\$85.00

18. Match Officials Responsibilities and Obligations

- a) The Match Officials are charged with all duties, responsibilities and obligations contained within the IFAB Laws of the Game (LOTG).
- b) Unless otherwise stated, the Referee shall be the sole arbiter as to whether a game will proceed, having regard to the condition of the ground, the weather at the time of inspection and the projected weather forecast.
- c) If the Referee finds it necessary to stop play for whatever reason, he or she should wait a reasonable time before deciding to abandon the match.
- d) Referees may abandon, postpone or forfeit a match in accordance with any relevant articles of these Regulations.

19. Welfare to Match Officials

- a) The Home Club will be solely responsible for the welfare of the Match Officials, from the time they arrive at the venue, until the time they depart the venue.
- b) All Clubs are required to provide water for Match Officials.

20. Match Commissioners

- a) Football Queensland may appoint Match Commissioners, to scheduled matches.
- b) A Match Commissioner is required to submit a report to Football Queensland on the club/venue compliance with the Football Operations Manual and Match Day Standards.
- c) Should a Match Commissioner report non-compliance, a Breach Notice and/ or fine may be issued to the club whom must address and remedy the issues raised within a timeframe agreed upon after consultation with Football Queensland.

21. Ground Officials

- a) It is the responsibility of the Home Club to provide a minimum of two (2) club volunteers to act in the role of 'Ground Official'. Failure to provide the required number of Ground Officials within fifteen (15) minutes of the nominated kick off time will result in the offending Club/Team being fined.
- b) Match Officials must not leave their dressing room to enter the field of play or return to their rooms from the field of play until the identifiable Ground Official is present.
- c) Football Queensland may vary the minimum Ground Official requirements for any Competition Fixture at any time.

22. Medical Coverage

- a) All Clubs must provide spectator and player medical support service during match days in compliance with the minimum standards contained in the following table.
- b) Clubs will not be required to appoint separate individuals to each Youth age division within a League. The requirement is to ensure adequate medical coverage is provided, which by way of example, could be provided by a 'team' of sports trainers shared across all Youth age divisions at a Club.
- c) All Sports Trainers and Physiotherapists must be registered with the Club through the Play Football System.
- d) Minimum standards for NPL, NPLW, FQPL and SAP Competitions are:

League	2019 Requirements
NPL / FQPL - U18/20 and First Teams	SMA Level 2 Sports Trainer
NPL / FQPL - Youth Teams	SMA Level 1 Sports Trainer
NPLW - All Teams	SMA Level 1 Sports Trainer
SAP	First Aid Certificate (Recommended)

21.1 Stretchers

- a) Clubs must ensure the availability of at least one stretcher suitable for first aid and emergency use at all fixtures, placed inside the barrier/fence in a safe and accessible position to first aid staff.

21.2 Ambulance Access

- a) Clearly signed, unrestricted access to the field of play shall be provided for Ambulance Vehicles when required.

21.3 Water Bottles

- a) For safety reasons, water bottles are not to be thrown either on or off the field.

21.4 Blood Ruling

- a) In the event a player suffers an injury or wound which results in the loss of blood, the match official will request that the injured player receive attention outside the field of play and only when he/she is satisfied that the injury or wound is safely covered and contained, will the player be permitted to re-join the game.
- b) In the event the player's uniform or attire is splattered with blood, the referee will instruct that player to change his or her attire before being permitted to re-join the game.
- c) If an injured player is required to change his or her uniform, and a shirt displaying the same number as the original shirt is unavailable, the Match Official may in his or her discretion allow the player to wear an alternative numbered or blank shirt.

22. Venues Standards

- a) Each Club must ensure that their Home venue is compliant with all aspects of the Venue Standards as contained within the NPL/FQPL and NPLW Licensing Agreements
- b) Football Queensland retains the right to provide exemptions to Clubs for their Home venues for the 2019 Season
- c) Every Club who hosts a Finals Series match and/or fixture must ensure that they are compliant with all aspects of the Final Series Match Day and Event Standards as distributed by Football Queensland from time to time

23. Media Operations Manual

- a) Due to obligations to Football Queensland partners and rights holders, each Club must ensure that they comply with the Media Operations Manual, which has been provided by Football Queensland
- b) Failure to comply with any article of the Media Operations Manual, may be dealt with under these Regulations as per the Table of Offences

24. Awards, Trophies and Medals

- a) Football Queensland will present the following medals and trophies at the conclusion of the 2019 Season:
 - i) Premiership and Championships Winners:
 - Perpetual Trophy – First Team NPL/NPLW/FQPL Competitions
 - Replica Trophy or Plaque – All Age Groups
 - 25 Medals for All Age Groups

- ii) Runners-Up
 - 25 medals for All Age Groups
 - iii) Match Officials
 - 1 Medal per Match Official appointed to the Grand Final (excluding the Referee Assessor)
- b) Other awards for NPL/NPLW/FQPL First Team include; Golden Boot, Goalkeeper of the Year, Player of the Year, Young Player of the Year, Coach of the Year and Referee of the Year.
- i) A Player is ineligible to win any Individual Awards if the Player is suspended as a result of receiving a Direct Red Card in a match or as a result of a Disciplinary Committee Hearing or Match Review Panel
 - ii) A Player may still be included in the Team of the Season if suspended as a result of receiving a Red Card (Direct or Indirect) in a match or as a result of a Disciplinary Committee Hearing or Match Review Panel, subject to the discretion of Football Queensland
 - iii) A Player is ineligible to win if they have played, (defined as taken to the field of play), in less than ten (10) First Team matches at the conclusion of the Regular Season.
- c) Criteria – Individual Player Awards
- i) The Golden Boot is awarded to the highest goal scorer at the conclusion of the Regular Season
 - ii) The Goalkeeper of the Year award is awarded to the Goalkeeper who polls the highest number of votes in the Player of the Year voting
 - iii) Player of the Year is awarded to the Player who through the following combination of criteria:
 1. Referee 3-2-1 Votes;
 2. Team of the Season Votes
 3. Any other reasonable justification as determined by Football Queensland. Such as disciplinary record or overall team performance

Is determined by Football Queensland as their respective Competitions Player of the Season at the conclusion of the Regular Season.
 - iv) Young Player of the Year is awarded to the Player, aged 20 years or younger, who finishes highest in their respective competitions voting for the Player of the Season at the conclusion of the Regular Season.
- d) Criteria – Team of the Season
- i) At the conclusion of the Regular Season, Football Queensland will determine a Team of the Season for the NPL, NPLW and FQPL 1st Team Competitions. The Team of the Season will be selected through the following criteria:
 1. A Team of the Season will be cast by the Head Coach of each Club immediately following the conclusion of the Regular Season

2. Should Players be tied on votes in certain positions, Football Queensland may utilise other statistics or highlights available to determine the final Team of the Season
- e) Additional Criteria – Individual Player Awards and Team of the Season
 - i) Football Queensland will review all Individual Player Awards and the Team of the Season once voting has been completed and results compiled;
 - ii) The top ten vote getters in each award will be brought forward to a panel to review and determine the final winners of each category
 - f) The Coach of the Year is awarded to the best NPL, NPLW and FQPL First Team Coach during the Regular Season.
 - i) Votes are cast on a 3-2-1 basis by the Head Coach of each Club immediately following the conclusion of the Regular Season.
 - ii) Head Coaches are prohibited from voting for themselves.
 - iii) The eligible Head Coach/s who receives the most votes for the Regular Season will be determined the winner of the Coach of the Year Award.
 - iv) If two (2) or more eligible Head Coaches finish equal on the most points join winners will be awarded the Coach of the Year award
 - v) The Coach of the Year Award will be presented to the winner at the conclusion of the Finals Series
 - vi) A Head Coach is ineligible to win the Coach of the Year, if the Head Coach has been suspended as a result of being sent from the Field of Play during a match or as the result of a Disciplinary Committee Hearing. A coach is also ineligible for the award if they have been the Head Coach for less than ten (10) Regular Season matches
 - g) The Referee of the Year is awarded to the Referee who is judged as the best Referee for the Regular Season:
 - i) The award is judged by Football Queensland's State Referees Manager in consultation with the State Referee's Committee
 - ii) The Referee of the Year will be presented the award at the conclusion of the Finals Series
 - h) Criteria – Fair Play Awards
 - i) At the conclusion of the Regular Season, Football Queensland will tally the number of yellow cards and red cards received by a Club across their NPL/FQPL/NPLW teams
 - ii) Yellow Cards will be worth one (1) point and a Red Card will be worth three (3) points. The Club with the lowest point for each competition will be given the Fair Play Award
 - i) All perpetual trophies remain the property of Football Queensland.
 - j) The Champions/Premiers may retain the Championship/Premiership trophy at the Club premises for three (3) months. Each Championship/Premiership Club is to return the trophy to Football Queensland no later than 5pm on Monday 6th January 2020.

- k) Should a perpetual trophy be lost or damaged whilst under the care of the Club, the Club responsible for the loss or damage will be financially responsible for the repair and/or replacement of the trophy.

SECTION 5: Match Records & Reporting

1. Match Records

- a) All team sheets are to be completed online via SportsTG.
- b) For First Team Men's and Women's matches, both the Home and Away Team must make their player selection in SportsTG no later than 2.00pm on the Friday prior to the scheduled weekend fixture, or 2.00pm on the day prior to a midweek fixture.
 - i. For all other age divisions, Clubs must make team selections in SportsTG in a timely manner, ahead of any scheduled matches.
- c) Clubs are required to note the shirt number of each Player in SportsTG. This information appears automatically next to the Player's name on the match record.
- d) Each Club will be responsible for printing and providing two (2) copies of the match record, from SportsTG on match day.
- e) Any changes to Player selections post entry in SportsTG, must be manually noted on the printed copy of the match record.
- f) The printed match records must be handed to the Match Officials at least 30 minutes prior to the scheduled kick off time. The Match Referee will write '**Refs Copy**' on the top right corner of the original match record.
- g) A Match Record must include:
 - i. List all match details (age group, division, date, participating teams, and venue);
 - ii. List all players taking part in the match with first name, surname, shirt number and FFA number;
 - iii. Not list more than 16 players for any fixture;
 - iv. List all Team Officials; and
 - v. Indicate the team Captain with a 'C' beside the relevant person's name in all First Team Men's and Women's Competition matches only.
- h) Clubs must indicate all Exceptional Circumstance/RAE and Over-age Players on the match record by marking the registered age group / club against all relevant players.
- i) The Match Referee is responsible for ensuring the names of all Match Officials are listed on the match record.
- j) Changes to the match record will be permitted any time until ten (10) minutes prior to kick off.

- k) Clerical errors by either team on the match record may result in a fine under these Regulations. Clerical errors may include, but are not limited to; failing to endorse Exceptional Ability/RAE and Over-age players, duplicate shirt numbers, incorrect shirt numbers, team Captain and failing to sign off on the match record.

2. Match Recording

2.1 Confirming the Match Records

- a) Following a match, a Team Official from both the Home and Away Club, together with the Match Referee are required to sign the official match record to confirm that the information is correct. By signing the match record, Team Officials acknowledge that the data recorded, including but not limited to; Players and Match Officials listed, players cautioned or expelled, goal scorers and the half time and full time scores are all correct.
- i) For the avoidance of doubt, by signing the match record, Team Officials acknowledge that the data recorded, including but not limited to; Players and Match Officials listed, players cautioned or expelled, goal scorers and the half time and full time scores are all correct and as such there will be no appeal against the score line shown, goal scorers or the recipients of yellow and red cards issued on a match record once it has been signed post match by all relevant parties.
- ii) Alterations to the official match record, must be initialled by each team official, plus the Match Referee.
- iii) In the event that the official match record is altered post the Referee sign-off, Clubs may be fined and at the discretion of Football Queensland be cited to appear before a General Purposes Tribunal under Football Queensland By-Law 11.

2.2 Post Match – Collection of Match Records and Reporting

- a) It is the Host Clubs responsibility to collect one (1) home and one (1) away match sheet (marked 'Refs Copy') for all games played at the Home Clubs Venue.
- b) The second copy should be retained by each Club's Team Manager for their own records.
- c) Clubs requiring additional copies, are to make arrangements for Team Officials to take a photograph of match record/s required. For the avoidance of doubt, Match Referees will only transcribe the match information on to two (2) copies of each Clubs Match Record.
- d) For all Football Queensland Competitions, the results must be entered by the Home Club in the Competition Management System, SportsTG.
- i. For Senior Men's (U18/20 and First Team) and Women's First Team matches, the match data must be entered by the Home Club team as soon as possible but within *90 minutes* post match; and

- ii. In all Youth Competitions, the match data must be entered by the Home Club team as soon as possible, but no later than *90 minutes post end of days play*.
- iii. As a minimum, Host Clubs are required to enter the following match record information in to SportsTG for respective age divisions;
 - i. Captains (First Team Men's and Women's);
 - ii. Halftime and Fulltime Score (All Competitions);
 - iii. Goal Scorers and the time in which goals were scored (for all competitions);
 - iv. Infringements (Yellow and Red Cards) Issued (for all competitions); and
 - v. Substitutions and the time the player was substituted (U18/20 and First Team Men's and Women's competitions).
- e) Host Clubs are to submit all match records to Football Queensland via email to teamsheets@footballqueensland.com.au no later than 10am on Monday, immediately following the weekend fixtures and no later than 10am, on the day immediately following any scheduled mid-week fixture.
- f) Football Queensland will impose a fine on clubs that fail to forward match records within the required timeframe without justification.

SECTION 6: Promotion and Relegation

1. Introduction

- a) Promotion and Relegation will form part of the NPL QLD and FQPL Competitions as outlined in Section 6, Article 2 (Relegation from National Premier Leagues Queensland) and Section 6, Article 3 (Promotion from Football Queensland Premier Leagues) will be utilised for the National

Premier Leagues Queensland and Football Queensland Premier League Competitions from the 2019 Regular Season to the 2020 Regular Season

- b) There will be no Promotion or Relegation for the National Premier Leagues Women's Queensland Competition for the 2019 season.
- c) If the 2019 NPL/FQPL competition structures change due to unforeseen circumstances post the commencement of the 2019 Regular Season, Football Queensland retains the right to review and amend these Regulations in its sole and absolute discretion.

2. Relegation from National Premier Leagues Queensland

- a) Clubs may be relegated based on the final standings of the club's 1st Team NPL QLD Men at the conclusion of the Regular Season. Final Series matches and the associated results will have no effect on the relegation of any Club under this section.

Those Clubs positioned in last place, 2nd last place and 3rd last placed on the NPL QLD ladder at the end of the NPL QLD Regular Season may be relegated for the following Regular Season in accordance with the NPL/FQPL Licensing Agreement and in accordance with Section 6, Article 2d).

- b) Clubs relegated from NPL QLD will be placed into the FQPL for the following Regular Season, should they meet the criteria as outlined in the NPL/FQPL Licensing Agreement.
- c) Should a Club be relegated from the NPL QLD competition, the Club's Under 13's, Under 14's, Under 15's, Under 16's, Under 18's and Under 20's (if applicable) will be given a position in the relevant FQPL Competition for 2020, should they meet the criteria as outlined in the FQPL/NPL Licensing Agreement and in accordance with Section 6, Article 2d).
- d) Football Queensland retains the right to determine the final Clubs relegated from the NPL Competition in their sole and absolute discretion as to the interpretation of this Section 6.

3. Promotion from Football Queensland Premier Leagues

- a) Clubs who finish 1st and 2nd in FQPL will be promoted to the NPL QLD, subject to the Club meeting the standards as outlined in the FQPL/NPL Licensing Agreement and Section 6, Article 3c).
- b) Football Queensland will use its best endeavours to confirm the NPL QLD and FQPL Competition structures, twenty-eight (28) days from the conclusion of the NPL/FQPL Competition, whichever competition concludes last.
- c) Football Queensland retains the right to determine the final Clubs promoted from the FQPL Competition in their sole and absolute discretion as to the interpretation of this Section 6.

SECTION 7: Additional Player Points System Rules – Football Queensland

1. Scope and Application

- a) These additional rules are to read in conjunction with the National Player Points System Guidelines as distributed by Football Federation Australia and the FQPL Player Points System Guidelines as distributed by Football Queensland.
- b) The purpose of these additional rules is to provide clarity to all competing NPL QLD and FQPL Clubs when it comes to the Player Point System and the affect it has on competing Queensland Clubs.
- c) Due to the unique nature of the competition structure (NPL and FQPL) in Queensland, these additional rules will be utilised by FQ as the Competitions Administrator to assist in determining the final point totals for all clubs throughout the 2019 NPL QLD and FQPL seasons.
- d) All clubs are afforded the opportunity, under the player points system, to submit playing losses to Football Queensland for review and comment;
- e) Football Queensland will be the final arbiter in relation to the application of the player points system, including the provisions of this section 7 additional player points system rules – Football Queensland. The decision of Football Queensland, in relation to a player point allocation, shall be final and binding. There shall be no appeal from the decision of Football Queensland.

2. New/Promoted Clubs – 2019

- a) Football Queensland has determined that the following Clubs are eligible for the new/promoted Club point deduction in 2019:
 - Eastern Suburbs
 - Gold Coast Knights
 - Peninsula Power
- b) This point deduction is only applicable for the 2019 NPL season.

3. Switching Players

- a) Under the Player Points Systems, Players whom switch Clubs from either 2018 to 2019 or during the 2019 will incur Switching Player Point additions as per the PPS
- b) Below is a list of the possible Switching Player Point scenarios in the NPL QLD and FQPL Competitions in 2019:
 - i) Inter Competition

If a Player switches from an FQPL Club to an NPL Club or vice versa for the 2019 season or during the 2019 season that Player will not be subject to the Switching Player Point category under the Player Points System.

- ii) Interstate NPL to NPL QLD

Any Player who moves from an interstate NPL Competition (i.e. NPL NSW), regardless of division, for the 2019 Season or during the 2019 Season will be subject to the Switching Player Points category under the Player Points System.

If a Player comes from an interstate Club that is not classified as a National Premier Leagues competition (i.e Football Federation South Australia State League 1), that Player will not be subject the Switching Player Points category

iii) Other Competitions to NPL/FQPL

Any Player who comes from outside the NPL or FQPL for the 2019 Season or during the 2019 season (and is not covered by another section of these additional rules) will not be subject to the Switching Player Points category under the Player Points System.

iv) Intra Competition

Any Player who changes club for the 2019 Season or during the 2019 Season within the same Competition (FQPL to FQPL or NPL to NPL) will be subject to the Switching Player Points category under the Player Points System, provided the Player has taken the field in at least one (1) First Team NPL or FQPL match.

v) New Clubs to NPL

Any Player who switches from the Gold Coast Knights/Eastern Suburbs/Peninsula Power to another NPL QLD Club before the 2019 Season will not be subject to the Switching Player Points category.

If the Player switches from Gold Coast Knights/Eastern Suburbs/Peninsula Power to another NPL QLD Club after having registered for the 2019 Season, that Player will be subject to the Switching Player Points category, provided the Player has taken to the field in at least one (1) First Team NPL match.

4. Player Advancement Categories

a) Youth Player Advancement

A National Elite Pathway Team includes but is not limited to all of the Hyundai A-League academies participating in any of the National Premier Leagues Competitions (e.g Brisbane Roar in the NPL QLD or Western Sydney Wanderers in the NPL NSW).

5. Australian Marquee Player

- a) This category may apply to a Player whose last registration was as a professional with a Hyundai A-League Club or an overseas Club immediately prior to registering with the NPL Club.
- b) For the purposes of this category, immediately refers to the most recent registration prior to the request for a new registration with the NPL club.

- c) The maximum amount of time between the two (2) registrations is 30 months. There cannot be any other 'Outdoor' football registrations between the registration for a Hyundai A-League Club or overseas Club and the NPL Club.

6. Note Section of PPS Spreadsheet

- a) The 'note' Section of the Player Points System spreadsheet provided to all Clubs by FQ, must be completed by Clubs when submitting their PPS rosters for review by Football Queensland.
- b) The 'note' section is to be used by Club's to list the reasoning behind the deductions that the Club have attributed to the Player (eg. Player X – U13 (2005), U14 (2006)).

SECTION 8: Table of Offences and Penalties

- a) Set out below are the range of penalties which may be imposed by Football Queensland in relation to breaches of the official competition regulations.
- b) The table sets out the minimum and maximum sanction.
- c) The decision of Football Queensland shall be final. There shall be no right of appeal from such decision.
- d) Football Queensland may exercise such discretion as it deems fit in relation to the imposition of the penalty.

Section	Rule	Minimum Sanction	Maximum Sanction
2 - Code of Conduct and Registrations	12 b)	Formal Warning	\$200 per offence
2 - Code of Conduct and Registrations	13 a)	Formal Warning	\$50 per offence
2 - Code of Conduct and Registrations	16 a)	Formal Warning	\$50 per offence
2 - Code of Conduct and Registrations	17 e)	Forfeit	Forfeit and \$2000 Fine
3 – Player Movement	1.1 b)	Forfeit	Forfeit and \$2000 Fine
3 – Player Movement	1.1 c)	\$250 Fine	\$1000 fine and a loss of Competition Points
3 – Player Movement	1.1 d)	Formal Warning	\$100 per offence
3 – Player Movement	1.2 c)	\$250 Fine	\$1000 fine
3 – Player Movement	1.2 d)	\$250 Fine	\$1000 fine and a loss of Competition Points
3 – Player Movement	1.2 3)	\$250 Fine	\$1000 fine and a loss of Competition Points
3 – Player Movement	1.3 c) i.	\$200 Fine	\$500 Fine
3 – Player Movement	1.4 a)	\$250 Fine	\$500 Fine
3 – Player Movement	5	\$500 Fine	\$2000 Fine

3 - Player Movement	6 a) i.	Forfeit	Forfeit and \$2000 Fine
4 - Competition and Match Day Regulations	1 g)	Withdrawal Fee Determined by FQ	Withdrawal Fee Determined by FQ and Show Cause notice for a breach of the Club's Licencing Agreement
4 - Competition and Match Day Regulations	4 i)	Forfeit	Forfeit and \$2000 Fine
4 - Competition and Match Day Regulations	9.4 b)	\$50 per fixture	\$50 per fixture
4 - Competition and Match Day Regulations	9.5	SAP, U13-U20 Boys, U13-U18 Girls - \$500 per forfeit First Team Men's and First Team Women's - \$2000 per forfeit	\$5000 Fine
4 - Competition and Match Day Regulations	13 a)	\$250 Fine	\$1000 Fine
4 - Competition and Match Day Regulations	13 b)	\$250 Fine	\$1000 Fine
4 - Competition and Match Day Regulations	13 c)	\$100 Fine	\$500 Fine
4 - Competition and Match Day Regulations	13 e)	Sanctions determined under the FQ Disciplinary Regulations - Misconduct and Disrepute	Sanctions determined under the FQ Disciplinary Regulations - Misconduct and Disrepute
4 - Competition and Match Day Regulations	15	\$100 Fine	\$500 Fine
4 - Competition and Match Day Regulations	16	\$200 Fine	\$500 Fine
4 - Competition and Match Day Regulations	18	\$75 Fine	\$200 Fine
4 - Competition and Match Day Regulations	19	Amount Determined by Football Queensland	\$10,000 Fine
4 - Competition and Match Day Regulations	20	\$100 Fine	\$250 Fine

4 – Competition and Match Day Regulations	21	\$500 Fine	\$1000 Fine
4 – Competition and Match Day Regulations	21.1	\$100 Fine	\$250 Fine
4 – Competition and Match Day Regulations	22 c)	\$200 Fine	Loss of rights to host future Finals Series Matches and \$1000 Fine
4 – Competition and Match Day Regulations	23	\$50 Fine	\$5000 Fine
4 – Competition and Match Day Regulations	25	\$200 Fine	\$500 Fine
5 – Match Records and Reporting	1	\$75 Fine	\$150 Fine
5 – Match Records and Reporting	2.1a) iii.	\$250 Fine	\$1000 Fine and Citing to Appear before a General Tribunal
5 – Match Records and Reporting	2.2 d)	\$250 Fine	\$750 Fine
5 – Match Records and Reporting	2.2 f)	\$50 Fine	\$100 Fine

SECTION 9: Definitions and Interpretation

Abandoned Match means a Competition Fixture which has commenced but was stopped by the Match Official prior to its conclusion.

Accreditation Pass means a pass distributed by Football Queensland to Accredited Coaches, Team Managers and any other person as determined by Football Queensland.

Away Club means the Club not playing the match at its home ground and / or appearing second on the fixture list in the event a match is conducted at a neutral venue.

Board means the Directors of Football Queensland appointed or elected from time to time.

Cancelled Match means a match that has been deferred, postponed, abandoned or suspended and is unable to be rescheduled before season's ends.

Championship means the final series conducted at the completion of the Premiership in accordance with the Football Queensland Competition Regulations.

Club means a club that has been accepted to participate in the Competition and holds a current Participation Licence or Memorandum of Understanding

Club Official means any person involved with the administration, management or organisation of a Club (whether paid or unpaid), including employees, contractors, directors, representatives and volunteers. All Key Personnel are Club Officials.

Coach Any person with the required qualifications registered with Football Queensland to control a football teams training and match performance.

Competition Regulations means these Rules which apply to the National Premier Leagues, Football Queensland Premier League, National Premier Leagues Queensland Women's and SAP competitions and/or Leagues, administered by Football Queensland for Men's Football, Women's Football and Youth Football, as amended and updated by Football Queensland from time to time.

Competitions means any or all of the football matches or competitions conducted by Football Queensland.

Cup Fixture means any knock-out cup match, fixture or other event organised and/or administered by Football Queensland or FFA before, after or in conjunction with a Regular Season and includes, but is not limited to the FFA Cup.

Deferred Match means a match that is not able to be played as scheduled and is deferred 15 days prior to the scheduled match day.

Division means a particular age group or level within all Football Queensland competitions.

FFA means Football Federation Australia Limited, the governing body for football (soccer) in Australia.

Field of Play (FOP) means:

At an enclosed pitch the entire area within the temporary or permanent perimeter fencing; or

At an open pitch the entire area within three (3) metres of the boundary line of the football pitch.

FIFA means Federation Internationale de Football Association, its successor or assignee.

Final means a competitive match played to determine a winner of a match that forms part of a Finals Series administered by Football Queensland

Finals Series means a set of competitive fixtures played separate to the Regular Season to determine the winner of the Championship as administered by Football Queensland

Fixture Suspensions means a suspension imposed on a participant that prevents them from being involved in subsequent match/s.

Forfeit means the definition given in these Regulations.

FQ means Football Queensland as the governing

FQ By-Law 11 means the Football Queensland Grievance, Discipline and Tribunal By-Law (as amended from time to time).

FQPL means all Football Queensland Premier League competitions participated in by Queensland Clubs.

FQPL Club has the same meaning as 'Club' in the Football Queensland Constitution, however, is specific to a Club that has signed a Participation Licence and is competing in the Football Queensland Premier League Competition.

FQPL First Team means the top tier of senior men's FQPL Competitions.

Goal Difference means the difference between goals scored by a Club/Team (Goals For) and goals scored against a Club/Team (Goals Against) in a match or season.

Home Club means the Club playing the fixture or match at its home ground and/or appearing first on the fixture list in the event a match is conducted at a neutral venue.

Host Club means a Club which hosts one or more Competition Fixtures or Finals at its home venue, whether or not that Club participates in one of those Competition Fixtures or Finals Series matches or not.

IFAB means International Football Association Board, its successor or assignee

Illuminance (Lux) means the total amount of visible light illuminating at a point on a surface from all directions above the surface. The standard unit of luminance is Lux (lx). For a lamp it normally refers to the total-light emitted irrespective of the directions in which it is distributed.

Invited Player/s means Players registered to a Regional based Club participating in a Football Queensland administered Competition

ITC (International Transfer Certificate) is a certificate provided from one national association to another to facilitate the transfer of a player between countries.

Laws of the Game (LOTG) means the official laws of the game of football and futsal as promulgated by IFAB and FIFA

League means a competition conducted by Football Queensland comprised of specific gender and age divisions, as declared by the Football Queensland Board.

Match means any match played in a Football Queensland Competition, Cup, other event or tournament under Football Queensland's control.

Match Commissioner means an independent person of the two (2) participating clubs appointed by Football Queensland.

Match Official means a referee, assistant referee, fourth official, match commissioner, any person in charge of safety or any other person appointed by FFA, Football Queensland, a Referee's Body or a Club to assume responsibility in connection with a match.

Match Record means the official log (hard copy) of the Competition Fixture recording all match details including participants and results.

Misconduct is defined as unsporting, rude, offensive, or aggressive behaviour against officials, competitor players, coaches, or fans.

No Result means recording a nil all score line in a Competitive Fixture with no points or goals awarded to either team. A 'No Result' is recorded as a Competition Fixture played.

Non-Participation in a Fixture means a player listed on the official Competitive Fixture (Match Record) who did not take to the Field of Play (FOP) during the match.

Normal Time means the maximum length of two (2) equal periods not including added time as specified in Rule 15.1, unless any time reduction is otherwise determined by Match Officials.

NPL means all National Premier League's competitions participated in by Queensland Clubs.

NPL First Team means the top grade of the senior men's NPL Competitions.

NPL National Finals Series means the national playoff competition administered by FFA in the post season.

NPL Club has the same meaning as 'Club' in the Football Queensland Constitution, however, is specific to a Club that has signed a Participation Licence and in competing in National Premier Leagues Competitions.

Participation Licence means the non-exclusive licence agreement entered into by a Club and Football Queensland for the Club to enter teams into the NPL, NPLW, FQPL and SAP Competitions/Leagues.

Playoff Match means a Competitive Fixture played to determine the final standings of a League or the eligibility for promotion/relegation of a Team between Leagues.

Played means the same as defined in the Competition Regulations.

Player Points Cap means the total number of points permitted for each club under the Player Points System.

Player Points System (PPS) means the Player Points System as distributed by Football Federation Australia and interpreted and administered by Football Queensland.

Postponed means a Competition Fixture that does not commence as scheduled.

Premiership means the round robin matches (both home and away) that a team competes in during a Regular Season in accordance with the Football Queensland Competition Regulations.

Professional Player means a player registered with a football club under a written NRR05 Professional Player Contract to play football for reward other than payment for sundry expenses such as travelling to and from a football activity. Every other player is an Amateur Player.

Regional means a Club or Participant registered to a Football Queensland Member Zones (with the exception of Football Brisbane, Football Queensland South West, Sunshine Coast Football and Football Gold Coast

Registered means a player or club official who is registered in accordance with the applicable Football Queensland Registration Regulations, and/or FFA National Registration Regulations, including without limitation seeking an International Transfer Certificate (ITC) where applicable.

Regular Season means the time and Competition Fixtures between the first and last round of the relevant competition and does not include Finals Series.

Regulations means these Football Queensland Competition Regulations or the Football Queensland Disciplinary Regulations

Round means a series of matches as scheduled by Football Queensland

Sap Licence means a licence granted to a Club to participate in the 2019 SAP competition as administered by Football Queensland

Sanctioned Match means any match/s Football Queensland approves to be played in accordance with the Football Queensland Sanctioning Policy. This includes matches to which Football Queensland does not appoint Match Officials to.

Team means a Football Team entered by a Club to play in Football Queensland Competitions.

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

Technical Area is as defined in the LOTG and Venue Standards Minimum Requirements document

Tribunal means the specialist, independent panel of appointed members that hears and determines allegations of Misconduct. Tribunal cases may include on-field Misconduct, Suspensions and Member Protection matters, and /or other Misconduct offences as warranted by Football Queensland to the jurisdiction as prescribed by the Football Queensland By-Law 11. References to the Tribunal may be a reference to the first instance committee/tribunal, or Appeals Tribunal, as relevant in the circumstances.

Unregistered means a player or Club Official who is not registered in the National Online Registration System

Visa Player means a player who is not an Australian Citizen, Permanent Resident of Australia and / or resident in Australia on a 'permanent' Visa Class issued by the Australian Government. Further clarification around the status of a 'visa player' can be found on the Department of Home Affairs website.



Appendix 1 – NPL Player Points System Guidelines



PLAYER POINTS SYSTEM 2019

Football Federation Australia – National Premier Leagues

A key outcome of the National Competitions Review (**NCR**) conducted in 2012 was the introduction of the Player Points System (**PPS**) to complement the Club Licensing framework for the National Premier Leagues (**NPL**). The objectives of the PPS are to:

- Provide greater opportunities to Australian Players;
- Promote a greater focus on the importance of youth development;
- Ensure Player salaries remain at levels which ensure the long term sustainability of NPL Clubs;
- Promote Players through the Club youth development structures;
- Increase the stability of NPL Club Player Rosters;
- Maintain competitive balance and parity amongst the NPL Clubs;
- Incentivise Players progressing through to national elite pathway teams (**National Elite Pathway Team**) to return to their original NPL Clubs; and
- Reward Clubs who develop Players that progress through to a National Elite Pathway Team.

The PPS encourages NPL Clubs to simultaneously promote greater focus on youth development whilst delivering the outcomes and objectives of the NCR. The PPS distinguishes between two distinct types of **NPL Club** teams: those upon which an age restriction is placed (e.g. U16s, U18s, U20s) (**NPL Club Age-Eligible Team**) and the NPL Club's senior team, being the **First Team**.

The PPS points cap (**Points Cap**) applies to each NPL Club's First Team Player Roster (**First Team Player Roster**) and this First Team is required to remain within the Points Cap at all times.

The Points Cap for the 2019 season will be set by each Member Federation, in consultation with FFA, up to a maximum of 200 points.

Category	Points Adjustment	Criteria
Youth Player	-1 for each year the Player is under 23 years of age	<ul style="list-style-type: none"> A Youth Player is 22 years of age or younger as at 31 December of the current NPL season. In relation to a Player's age, one (1) point is deducted from the Player's points value for each year the Player is under 23 years of age. The maximum adjustment to a Player's points value under this category is minus five (5) points.
Visa Player	+10	<ul style="list-style-type: none"> A Visa Player is any Player who is not an Australian Player. Ten (10) points is added to a Player's points value if that Player is a Visa Player. A Visa Player will only incur a maximum of 20 points on a First Team Player Roster and will not otherwise be subject to the Switching Player category. A Visa Player may still benefit from the other categories of the PPS (e.g. Youth Player). A NPL Club can have a maximum of two (2) Visa Players on their First Team Player Roster at any one time.
Homegrown Player	-1 for each season registered with the NPL Club	<ul style="list-style-type: none"> A Homegrown Player is a Player that has been registered for any period during a season with his NPL Club's Age-Eligible Teams. One (1) point is deducted from the Player's points value for each season the Player was registered with his NPL Club's Age-Eligible Teams. The maximum adjustment to a Player's points value under this category is minus five (5) points.
Loyalty Player	-1 for each continuous season with the NPL Club's First Team	<ul style="list-style-type: none"> A Loyalty Player is a Player that has registered for his NPL Club's First Team for at least five (5) continuous seasons. One (1) point is deducted from a Player's points value for each season, starting from his fifth continuous season, in which the Player is registered for the NPL Club's First Team.
Switching Player	+5	<ul style="list-style-type: none"> Five (5) points is added to a Player's points value if: <ul style="list-style-type: none"> (a) he was registered as a professional with his previous Club (this does not apply to the nominated Australian Marquee Player); or (b) he was registered in the NPL as an amateur with his previous NPL Club and he played ten (10) or more games in that NPL Club's First Team in the most recent NPL season (unless the Player's last registration was with a National Elite Pathway Team).
	+3	<ul style="list-style-type: none"> Three (3) points is added to a Player's points value if he was registered in the NPL as an amateur with his previous NPL Club and played in less than ten (10) games in that NPL Club's First Team in the most recent NPL season (unless the Player's last registration was with a National Elite Pathway Team).
	+2	<ul style="list-style-type: none"> Two (2) points is added to a Player's points value if he is an Australian Player and his last registration was as an amateur with an overseas Club.

	+1	<ul style="list-style-type: none"> One (1) point is added to a Player's points value if the Player was last registered as an amateur with a National Elite Pathway Team and registers for a NPL Club other than their NPL Club of origin (i.e. the NPL Club he was registered with prior to that National Elite Pathway Team).
Pathway Player	0	No points are added to, or deducted from, a Player's points value only by virtue of that Player having left a NPL Club to join a National Elite Pathway Team and having returned to the same NPL Club.
Australian Marquee Player	0	<ul style="list-style-type: none"> An Australian Marquee Player is an Australian Player that was registered as a professional Player for a Hyundai A-League Club or an overseas Club immediately prior to registering with the NPL Club. The Australian Marquee Player will only incur a maximum of ten (10) points on a First Team Player Roster and will not otherwise be subject to the Switching Player category. The Player can benefit from the other categories of the PPS (i.e. Homegrown Player). A NPL Club can have one (1) Player on its First Team Player Roster nominated as its Australian Marquee Player at any one time.

Each Player is, as a starting point, attributed a points value of 10 points, after which his points value is adjusted depending on certain characteristics which result in points being added to or deducted from the Player's points value. A Player's points value cannot be less than 0 points.

Promoting Players from the NPL Club's Age-Eligible Teams onto the First Team Player Roster is permitted in limited circumstances as outlined further in the Explanatory Notes and Guidelines under First Team Player Roster Requirements.

PLAYER POINTS SYSTEM

Points Deductions

An NPL Club's Points Total can be decreased in accordance with the following provisions:

Category	Points Bonus	Criteria
Youth Player Advancement	-3 per Player	<ul style="list-style-type: none"> Three (3) points may be deducted from a NPL Club's Points Total for each registered Player that is signed by a National Elite Pathway Team from the NPL Club's Age-Eligible Teams. The points deduction will only apply for one (1) NPL season, which must be applied in either the NPL season that the relevant Player moves to the National Elite Pathway Team, or the next NPL season.
First Team Player Advancement	-8 per Player	<ul style="list-style-type: none"> Eight (8) points may be deducted from a NPL Club's Points Total for each registered Player that is signed by a National Elite Pathway Team from the NPL Club's First Team Player Roster. The points deduction will only apply for one (1) NPL season, which must be applied in either the NPL season that the relevant Player moves to the National Elite Pathway Team, or the next NPL season.
Promoted Club	-20 per Club	<ul style="list-style-type: none"> A Promoted Club will receive a deduction of 20 points from their Points Total. This points deduction only applies for the Promoted Club's first season following promotion into, or being granted a licence to participate in, the NPL.

GENERAL DEFINITIONS AND EXPLANATORY NOTES

The general definitions are provided for ease of reference.

The following discussion points and examples are intended to provide Member Federations and NPL Clubs with further clarity with respect to each of the PPS categories.

General Definitions

First Team

First Team means the NPL Club's senior team participating in the NPL.

First Team Player Roster

First Team Player Roster means the roster of Players for a NPL Club's First Team maintained in accordance with the Player Points System and any other NPL competition regulations provided by the applicable Member Federation.

National Elite Pathway Team

A National Elite Pathway Team is a team which participates in the National Elite Pathway, as determined by the FFA Technical Department and the Member Federations from time to time. Points are credited for the movement of Players through the National Elite Pathway.

For the purposes of the PPS, a team is a National Elite Pathway Team if they are one of the following:

- Hyundai A-League Club including Academy team's participating in the NPL and or, the Hyundai A-League Team; • Fostel Y-League team;
- National Training Centre team (full-time programs only), or;
- FFA Centre of Excellence.

NPL

NPL means the national men's second tier club competition staged in each Member Federation in Australia and includes the NPL Finals Series.

NPL Club Age-Eligible Teams

NPL Club Age-Eligible teams are the teams that sit below the NPL Club First Team as determined by each Member Federation.

For clarity:

- where NPL Competitions commence from Under 12s, these include Under 12s through to Under 20s
- where NPL Competitions commence from Under 13s, these include Under 13s through to Under 20s

NPL Club

NPL Club means any entity admitted by a Member Federation to field a team in the NPL.

NPL Finals Series

NPL Finals Series is the national eight (8) team knockout competition staged by, or under the control of, FFA between the State Premiers of each Member Federation's National Premier League and is comprised of the Elimination Finals, Semi Finals and Grand Final or any other configuration as determined by FFA from time to time.

PPS or Player Points System

PPS or Player Points System means the system for calculating NPL Club's player points as set out in Schedule C of the NPL Finals Series – Competition Regulations and in this document.

Points Cap

Points Cap means the permitted total value of a NPL Club's Points Total, as determined by the Member Federation, in consultation with FFA, up to a maximum of 200 points.

Points Total

Points Total means the sum of all points attributed to all Players on a NPL Club's First Team Player Roster at any given time.

Promoted Club

A Promoted Club means:

- (a) a club promoted into the NPL from a lower tier competition, including a lower
- (b) division of the NPL or, is an entity granted a licence to participate in the NPL for the first time.

State Premiers

State Premiers means the NPL Club who is premier of the relevant Member Federation's NPL Regular Season by being top of the table at the end of the NPL Regular Season.

Explanatory Notes

NPL Club First Team Player Roster Requirements

- At all times during a NPL season, a NPL Club must include a minimum of 20 Players on its First Team Player Roster and may include a maximum of 23 Players on its First Team Player Roster.
- A NPL Club may promote a Player from its NPL Age-Eligible Teams to play for its First Team up to a maximum of 40% of matches throughout a NPL season without being required to include such Player on the First Team Player Roster. In order for such Player to be eligible to play in more than 40% of the matches in the NPL season, the Player must be included on the NPL Club's First Team Player Roster.
- For the purposes of the PPS, playing in a match is defined as taking the field of play (i.e. in the starting 11 or entering the field as a substitute). For the avoidance of doubt, it will not constitute playing a match if the Player remains on the bench and does not enter the field of play.
- All Players must be registered to the appropriate age-category (where applicable). Any Player who during the NPL 2019 Season exceeds the age-limit for the oldest NPL Age-Eligible Team at an NPL Club (e.g. U20), must be included on his NPL Club's First Team Player Roster.

Youth Player

Please refer to the table below in respect to the relevant point deductions in the Youth Player category:

Player's Age as at 31 December in current NPL season	Points Deduction
22 years of age	-1
21 years of age	-2
20 years of age	-3
19 years of age	-4
18 years of age and Under	-5

Australian Player

An Australian Player is any Player who is:

- (a) a citizen of Australia;
- (b)

a Permanent Resident of Australia (where Permanent Resident means a person residing in Australia on a “permanent” visa class issued by the

Australian Government, evidenced by either the person’s Visa Grant Notice or as a listed entitlement on the person’s online Visa Entitlement Verification); or (c) the holder of a refugee visa, humanitarian visa or protection visa issued by the

Australian government. For further details see:

<https://www.homeaffairs.gov.au/>.

Visa Player

- Member Federations and NPL Clubs are encouraged to refer to the following website for further clarification regarding visas:
<https://www.homeaffairs.gov.au/>.
- For the purposes of the PPS, a New Zealand Citizen is classified as a Visa Player unless he satisfies the definition of an Australian Player. Please refer to the Department of Home Affairs for further clarification regarding the visa status of New Zealand Citizens in Australia:
<https://www.homeaffairs.gov.au/>.

- Any Player participating in the NPL with a Hyundai A-League Club who has been permitted to play in the Foxtel Y-League as an “FYL Australian Player” will, for the purposes of the PPS, be deemed an Australian Player.

Homegrown Player

- A Player does not need to register in continuous seasons in a NPL Club’s Age-Eligible Teams to be eligible for Homegrown Player points.
- Example: For a Player who was registered for the NPL Club in the U14s and U16s but was not registered with the NPL Club in the U18s to U20s, a total of two (2) points will be deducted from his points value for the current season.
- A Player is eligible for Homegrown Player points at the same time as being eligible for Loyalty Player points.
- For the avoidance of doubt, a Player is eligible to receive a points deduction as a Homegrown Player where that Player was registered to the NPL Club’s Age Eligible Teams, prior to that NPL Club being granted an NPL licence.
- Example: Prior to Club A being granted a licence to participate in the NPL, John Smith is registered to the age-eligible teams of Club A between 2010 and 2013 in the state league competition. On that basis, a total of four (4) points will be deducted from his points value for the current season.

Loyalty Player

- Example: A Player is registered with a NPL Club’s First Team in 2015, 2016, 2017 and 2018 (continuous seasons). If also registered in 2019, he will be eligible to receive his first point reduction of one (1) point as a Loyalty Player in the 2018 season.
- If a Player is not registered with any Club for a season and subsequently returns to his last NPL Club, the number of continuous seasons of registering for that NPL Club will be deemed to be continuous.
- Example: A Player was registered with the same NPL Club in 2015, 2016 and 2017 (continuous seasons), however was not registered with any Club in 2018. If the Player registers with that NPL Club in 2019, it will be deemed to be his fourth continuous season with that NPL Club.
- Should a Player move into a National Elite Pathway Team, the determination of the continuous seasons of service will not be deemed to have ceased if he returns to his previous NPL Club. During the Player’s time in the National Elite Pathway Team, the calculation of continuous seasons of service will be suspended.
- Example: Player John Smith of NPL Club A has been part of the First Team squad for three (3) continuous seasons. He then moves to a Hyundai A-League Club for two (2) years and then at the completion of his stint with that Hyundai A-League Club, he returns to NPL Club A. This season with NPL Club A will be deemed his fourth continuous season.

Switching Player

- In the event that a Player is a Switching Player, he can only be classified in one (1) category (e.g. a Player cannot incur Switching Player points in two (2) different categories).
- For the purposes of Switching Player points, played means taking the field of play (i.e. part of the starting eleven or taking the field as a substitute).
- Where a Player was registered with a NPL Club (**Former NPL Club**) and subsequently:
- registers with a Club that does not participate in the NPL, A-League or FYL (**non-NPL Club**); and ○ having not played for the non-NPL Club in a competitive match seeks to register with a subsequent NPL Club (**Subsequent NPL Club**); ○ the Member Federation or FFA may attribute Switching Player Points for that Player upon registration with the Subsequent NPL Club as if the Player had transferred directly from the Former NPL Club to the Subsequent NPL Club.
- The Subsequent NPL Club may apply to FFA or the Member Federation (whichever is applicable) to justify the reasons as to why Switching Player points should not apply.
- The Member Federation has the right to determine in its sole and absolute discretion as to whether Switching Player points will apply where the Member Federation is the Competition Administrator.
- FFA has the right to determine in its sole and absolute discretion as to whether Switching Player points will apply in the event that the NPL Club qualifies for the national NPL Finals Series.
- Switching Player points also apply for mid-season registrations and transfers, including a Player promoted from a NPL Club's Age-Eligible Team.
- Where a Player is promoted from a NPL Club's Age-Eligible Team (or equivalent) to a NPL Club's First Team Player Roster during the season, Switching Player Points will be applied where the Player's registration immediately prior (e.g. earlier in the 2018 season) or in the previous NPL season was with another NPL Club.

Pathway Player

- A Pathway Player is subject to all other categories of the PPS (other than the Switching Player category). For example, a Pathway Player is eligible for Loyalty Player points and Homegrown Player points.
- A Player who departs a NPL Club for a National Elite Pathway Team and returns to the same NPL Club will be classified as a Pathway Player provided the Player has remained within the National Elite Pathway for the duration of their absence from the relevant NPL Club.

- Example A: *Player history of John Smith – Eligible Pathway Player*
- 2016 - Registered with United FC (NPL Club)*
 - 2017 - Registered with Perth Glory (FYL)*
 - 2018 - Registered with Brisbane Roar (A-League)*
 - 2019 - Registered with United FC (NPL Club)*
- Example B: *Player history of Mark Jones – Ineligible Pathway Player*
- 2016 - Registered with United FC (NPL Club)*
 - 2017 - Registered with Perth Glory (FYL)*
 - 2018 - Registered with Thailand FC (Overseas)*
 - 2019 - Registered with United FC (NPL Club)*

Australian Marquee Player

An Australian Marquee Player is subject to all other categories of the PPS (e.g. Homegrown Player) but will not be subject to the Switching Player category:

- (a) Subject to paragraph (b) below, a Player may only be categorised as an Australian Marquee Player in his first season with the NPL Club and for one (1) season only in his career for that NPL Club. For the avoidance of doubt, a Player is not able to be an Australian Marquee Player in his second season in the NPL with that NPL Club.
- (b) Notwithstanding paragraph (a) immediately above, if a Player is categorised as an Australian Marquee Player for an NPL Club, he then transfers as a professional to a Hyundai A-League Club or overseas Club and then subsequently returns to the NPL and seeks to register for an NPL Club (either the same or different NPL Club), he is eligible to be categorised as an Australian Marquee.

Points Deduction – Youth Player Advancement

Example: A NPL Club has an U14 team Player and an U20 team Player signed this season by a National Elite Pathway Team. The NPL Club can choose to have:

- (a) six (6) points deducted (-6 points) from this season's Points Total;
- (b) three (3) points deducted (-3 points) from this season's and next
- (c) season's Points Total; or

six (6) points deducted (-6 points) from next season's Points Total.

Points Deduction – First Team Player Advancement

Example: A NPL Club has two (2) First Team Players signed this season by a National Elite Pathway Team. The NPL Club can

- (a) choose to have sixteen points deducted (-16 points) from this season's Points Total; eight (8) points deducted
- (b) (-8 points) from this season's and next season's Points Total; or
- (c)

sixteen points deducted (-16 points) from next season's Points Total.

Points Deduction – Promoted Club

This category applies to Clubs promoted into the NPL or an entity granted a licence to participate in the NPL for the first time. This points deduction only applies for the Promoted Club's first season following promotion into, or being granted a licence to participate in, the NPL.

Appendix 2 – FQPL Player Points System Guidelines



PLAYER POINTS SYSTEM | 2019

Football Queensland Premier League

A key objective in the licensing process for the Football Queensland Premier League was the introduction of the Player Points System (**PPS**) to complement the Club Licensing framework. The objectives of the PPS are to:

- Provide greater opportunities to Australian Players;
- Promote a greater focus on the importance of youth development;
- Ensure Player salaries remain at levels which ensure the long term sustainability of FQPL Clubs;
- Promote Players through the Club youth development structures;
- Increase the stability of Club Player Rosters;
- Maintain competitive balance and parity amongst the Clubs;
- Incentivise Players progressing through to national elite pathway teams (**National Elite Pathway Team**) to return to their original Club of Origin; and
- Reward Clubs who develop Players that progress through to a National Elite Pathway Team.

The PPS encourages Clubs to simultaneously promote greater focus on youth development whilst delivering the outcomes and objectives of the National Competitions Review (NCR).

The PPS distinguishes between two distinct types of **FQPL Club** teams: those upon which an age restriction is placed (e.g. U16s, U18s, U20s) (**Age-Eligible Team**) and the Club's senior team, being the **First Team**.



The PPS points cap (**Points Cap**) applies to each FQPL Club's First Team Player Roster (**First Team Player Roster**) and this First Team is required to remain within the Points Cap at all times.

The Points Cap for the 2019 Football Queensland Premier League season will be **185 Points**.

Each Player is, as a starting point, attributed a point's value of 10 points, after which his points value is adjusted depending on certain characteristics which result in points being added to or deducted from the Player's points value. A Player's point's value cannot be less than 0 points.

Promoting Players from the Club's Age-Eligible Teams (U18/20 Boys) into the Player Roster is permitted in limited circumstances. In 2019 eligible players will be able to play eight (8) games in the Senior First Team without their position on the roster affecting the Total Points Cap of the Senior Men's First Team.

Player Points System

Category	Points Adjustment	Criteria
Youth Player	-1 for each year the Player is under 23 years of age	<ul style="list-style-type: none"> A Youth Player is 22 years of age or younger as at 31 December of the current FQPL season. In relation to a Player's age, one point is deducted from the Player's points value for each year the Player is under 23 years of age. The maximum adjustment to a Player's points value under this category is minus five points.
Visa Player	+10	<ul style="list-style-type: none"> A Visa Player is any Player who is not an Australian Player. Ten points is added to a Player's points value if that Player is a Visa Player (see below). A Visa Player will only incur a maximum of 20 points on a Player Roster and will not otherwise be subject to the Switching Player category (see below). A Visa Player may still benefit from the other categories of the PPS (e.g. Youth Player). A Club can have a maximum of two (2) Visa Players on their Player Roster at any one time.
Homegrown Player	-1 for each season registered with the FQPL Club	<ul style="list-style-type: none"> A Homegrown Player is a Player that has been registered for any period during a season with his Club of Origin in Age-Eligible Teams (U13s through to U20s only). One point is deducted from the Player's points value for each season the Player was registered with his Club's Age-Eligible Teams. The maximum adjustment to a Player's points value under this category is minus five points.

Loyalty Player	-1 for each continuous season with the FQPL Club's First Team	<ul style="list-style-type: none"> • A Loyalty Player is a Player that has been registered in the Club's Premier League First Team or Equivalent (prior to 2018) for at least five (5) continuous seasons. • One point is deducted from a Player's point value for each season, starting from his fifth continuous season, in which the Player had been registered for the Club's First Team.
Switching Player	+5	<ul style="list-style-type: none"> • Five points is added to a Player's points value if: <ol style="list-style-type: none"> a) he was registered as a professional with his previous Club (this does not apply to the nominated Australian Marquee Player); or b) he was registered as an amateur with his previous Club in the FQPL and he played 10 or more games in that Club's First Team in the most recent FQPL season (unless the Player's last registration was with a National Elite Pathway Team).
	+3	<ul style="list-style-type: none"> • Three points is added to a Player's points value if he was registered as an amateur with his previous Club and played in less than 10 games in that Club's First Team in the most recent FQPL season (unless the Player's last registration was with a National Elite Pathway Team).
	+2	<ul style="list-style-type: none"> • Two points is added to a Player's points value if he is an Australian Player and his last registration was as an amateur with an overseas Club.
	+1	<ul style="list-style-type: none"> • One point is added to a Player's points value if the Player was last registered with a National Elite Pathway Team and registers for a FQPL Club other than their Club of origin (i.e. the Club he was registered with prior to that National Elite Pathway Team).
Pathway Player	0	<ul style="list-style-type: none"> • No points are added to, or deducted from, a Player's points value only by virtue of that Player having left his Club of Origin to join a National Elite Pathway Team and having returned to the same Club of Origin.
Australian Marquee Player	0	<ul style="list-style-type: none"> • An Australian Marquee Player is an Australian Player that was registered as a professional Player for a Hyundai A-League Club or an overseas Club immediately prior to registering with the FQPL Club. • The Australian Marquee Player will only incur a maximum of 10 points on a Player Roster and will not otherwise be subject to the Switching Player category. The Player can benefit from the other categories of the PPS (i.e. Homegrown Player) • A Club can have one Player on its Player Roster nominated as its Australian Marquee Player at any one time.

Points Deductions

A FQPL Club's Points Total can be decreased in accordance with the following provisions:

Category	Points Bonus	Criteria
Youth Player Advancement	-3 per Player	<ul style="list-style-type: none"> Three points may be deducted from a Club's Points Total for each registered Player that is signed by a National Elite Pathway Team from the FQPL Club's Age-Eligible Teams (U13s to U20s only). The points deduction will only apply for one FQPL season, which must be applied in either the FQPL season that the relevant Player moves to the National Elite Pathway Team, or the next FQPL season.
First Team Player Advancement	-8 per Player	<ul style="list-style-type: none"> Eight points may be deducted from a Club's Points Total for each registered Player that is signed by a National Elite Pathway Team from the FQPL Club's First Team Player Roster. The points deduction will only apply for one FQPL season, which must be applied in either the FQPL season that the relevant Player moves to the National Elite Pathway Team, or the next FQPL season.
New Club	-20 per Club	<ul style="list-style-type: none"> Any club that is accepted in to the FQPL will receive a deduction of 20 points. This points deduction only applies for the FQPL Club's first season in to the FQPL Competition. This does not apply to relegated clubs.

General Definitions and Explanatory Notes

The following discussion points and examples are intended to provide FQPL Clubs with further clarity around each of the PPS categories.

General Definitions

First Team

First Team means the FQPL Club's senior team participating in the FQPL.

First Team Player Roster

First Team Player Roster means the roster of Players for a FQPL Club's First Team maintained in accordance with the Player Points System and any other FQPL Competition Regulations provided by Football Queensland

FQPL

FQPL means the Football Queensland administered competition staged within Football Queensland



FQPL Club

FQPL Club means any entity admitted by Football Queensland to field a team in the FQPL Competition.

FQPL Club Age-Eligible Teams

FQPL Club Age-Eligible Teams are the teams that sit below the FQPL Club First Team as determined by Football Queensland.

For clarity:

- Where FQPL Competitions commence from Under 13s, these include Under 13s through to Under 20s

National Elite Pathway Team

A National Elite Pathway Team is a team which participates in the National Elite Pathway, as determined by the FFA Technical Department and the Member Federations from time to time. Points are credited for the movement of Players through the National Elite Pathway.

For the purposes of the PPS, a team is a National Elite Pathway Team if they are one of the following:

- Hyundai A-League Club including Academy team's (e.g. U13s to First Team) and the Hyundai A-League Team;
- Foxtel Y-League team;
- National Training Centre Team (full-time programs only), or,
- FFA Centre of Excellence.

PPS or Player Points System

PPS or Player Points System means the system for calculating FQPL Club's player points as set out in these Guidelines and in the 2019 Football Queensland Competition Regulations.

Points Cap

Points Cap means the permitted total value of a FQPL Club's Point Total, as determined by Football Queensland.

Points Total

Points Total means the sum of all points attributed to all Players on a FQPL Club's First Team Player Roster at any given time.

Explanatory Notes

FQPL Club First Team Player Roster Requirements

- At all times during the FQPL season, a Club must include a minimum of 20 Players on its Player Roster and may include a maximum of 23 Players on its Player Roster. Football Queensland recommends that Clubs register 20 players only to allow unexpected player movement from age eligible teams during the season.
- A Club may promote a Player from its Age-Eligible Teams (U18/20 Boys) to play for its First Team up to a maximum of eight (8) matches throughout a FQPL season without being required to include such players on the Player Roster. In order for such players to be eligible to play in more than eight (8) of the matches in the FQPL season, the Player must be included on the Club's First Team Player Roster.
- For the purposes of the PPS, playing in a match is defined as taking the field of play (ie. in the starting 11 or entering the field as a substitute). For the avoidance of doubt, it will not constitute playing a match if the Player remains on the bench and does not enter the field of play.
- All Players must be registered to the appropriate age-category (where applicable). Any Player who during the FQPL 2019 Season exceeds the age-limit for the oldest Age-Eligible Team at an FQPL Club (e.g. U20), must be included on his Club's First Team Player Roster.

Youth Player

Please refer to the table below in respect to the relevant point deductions in the Youth Player category:

<i>Player's Age as at 31 December in current FQPL season</i>	<i>Points Deduction</i>
22 years of age	-1
21 years of age	-2
20 years of age	-3
19 years of age	-4
18 years of age and Under	-5

Australian Player

An Australian Player is any Player who is:

- a citizen of Australia;
- a Permanent Resident of Australia (where Permanent Resident means a person resident in Australia on a "permanent" visa class issued by the Australian Government, evidenced by either the person's Visa Grant Notice or as a listed entitlement on the person's online Visa Entitlement Verification); or



- the holder of a refugee visa, humanitarian visa or protection visa issued by the Australian Government. For further details see: <https://www.homeaffairs.gov.au/>

Visa Player

- FQPL Clubs are encouraged to refer to the following website for further clarification regarding visas: <https://www.homeaffairs.gov.au/>
- For the purposes of the PPS, a New Zealand Citizen is classified as a Visa Player unless he satisfies the definition of an Australian Player. Please refer to the Department of Immigration website for further clarification regarding the status of New Zealand Citizens in Australia: <https://www.homeaffairs.gov.au/>

Homegrown Player

- A Player is not required to register in continuous seasons in a Club's Age-Eligible Teams (e.g. U13s to U20s only) in order to be eligible for Homegrown Player Points.
Example: For a Player who was registered for the Club in the U13s and U14s but was not registered with the Club in the U16s to U20s, a total of two (2) points will be deducted from his points value for the current season.
A Player is eligible for Homegrown Player points at the same time as being eligible for Loyalty Player points.
- For the avoidance of doubt, a Player is eligible to receive a points deduction as a Homegrown Player where that Player was registered to the FQPL Club's Age Eligible Teams, prior to that FQPL Club being granted an NPL Licence.
- Example: Prior to Club A being granted a licence to participate in the FQPL, John Smith is registered to the age-eligible teams of Club A between 2010 and 2013 in another competition (Not NPL or FQPL). On that basis, a total of four (4) points will be deducted from his points value for the current season
- Where two (2) or more Clubs have merged to form a new Club entity, that Club may make application to Football Queensland to have players considered for the Homegrown Player's Point deduction.

Loyalty Player

- Example: A Player is registered with a FQPL Club's First Team in 2015, 2016, 2017 and 2018 (continuous seasons). If also registered in 2019, he will be eligible to receive his first point reduction of one (1) point as a Loyalty Player in the 2019 season.
- If a Player is not registered with any Club for a season and subsequently returns to his last FQPL Club, the number of continuous seasons of registering to that FQPL Club will be deemed continuous.
- Example: A Player was registered with the same FQPL Club in 2015, 2016 and 2017 (continuous seasons), however was not registered with any Club in 2018. If that Player registers with that FQPL Club in 2019, it will be deemed to be his fourth continuous season with that FQPL Club.

- Should a Player move into a National Elite Pathway team, the determination of the continuous seasons of service would not be deemed to have ceased if he returns to his previous Club of Origin. During the Player's time in the National Elite Pathway Team, the calculation of continuous seasons of service will be suspended.
Example: Player John Smith of Club A has been part of the First Team Squad for three (3) continuous seasons in the Brisbane Premier League. He then moves to a Hyundai A-League Club for two years and then at the completion of his stint with the Hyundai A-League Club, he returns to Club A whom now participate in the FQPL Competition. This season (2019) with Club A will be deemed his fourth continuous season.
- Where two (2) or more Clubs have merged to form a new Club entity, that Club may make application to Football Queensland to have players considered for the Loyalty Player's Point deduction.

Switching Player

- In the event that a Player is a Switching Player, he can only be classified in one (1) category (e.g. a Player cannot incur Switching Player points in two (2) different categories)
- For the purposes of Switching Player points, played means taking the field of play (ie. part of the starting eleven or taking the field as a substitute).
- Where a Player is registered with an another FQPL Club immediately before registering to his new FQPL Club, switching player points will be attributed to the player unless:
 - The player was registered to a club that does not participate in the FQPL, A-League or NYL (**non-FQPL Clubs**).
- The FQPL Club may apply to Football Queensland to justify the reasons as to why Switching Player points should not apply.
- Football Queensland has the right to determine in their sole and absolute discretion as to whether Switching Player points shall apply as the Competition Administrator.
- Switching Player points also apply for mid-season registrations and transfers, including a Player promoted from a Club's Age-Eligible Team.
- Where a Player is promoted from a Club's Age-Eligible Team (or equivalent) to a Club's Player Roster during the season, Switching Player Points will be applied where the Player's registration immediately prior (e.g. earlier in the 2019 season) or in the previous season where the player was registered to an FQPL Club.

Pathway Player

- A Pathway Player is subject to all other categories of the PPS (other than the Switching Player category). For example, he is eligible Homegrown Player points.
- A Player who departs his Club of Origin for a National Elite Pathway Team and returns to the same Club or Origin will be classified as a Pathway Player provided the Player has remained within the National Elite Pathway for the duration of their absence from the relevant FQPL Club.

Example A: *Player history of John Smith – Eligible Pathway Player*
2012 - Registered with United FC (FQPL Club)
2013 - Registered with Perth Glory (NYL)
2014 - Registered with Brisbane Roar (A-League)
2015 - Registered with United FC (FQPL Club)

Example B: *Player history of Mark Jones – Ineligible Pathway Player*
2012 - Registered with United FC (FQPL Club)
2013 - Registered with Perth Glory (NYL)
2014 - Registered with Thailand FC (Overseas)
2015 - Registered with United FC (FQPL Club)

Australian Marquee Player

- An Australian Marquee Player is subject to all other categories of the PPS (e.g. Homegrown Player) but will not be subject to the Switching Player category:
 - a) Subject to paragraph (b) below, a Player may only be categorised as an Australian Marquee Player in his first season with the FQPL Club and for one season only in his career for that FQPL Club.
 - b) Notwithstanding paragraph (a) above, if a Player is categorised as an Australian Marquee Player for an FQPL Club, he then transfers as a professional to a Hyundai A-League Club or overseas Club and then subsequently returns to the FQPL and seeks to register for an FQPL Club (either the same or different FQPL Club), he is eligible to be categorised as an Australian Marquee.

Points Deduction– Youth Player Advancement

Example: A FQPL Club has an U14 team Player and an U20 team Player signed this season by a National Elite Pathway Team. The FQPL Club can choose to have:

- (a) six points deducted (-6 points) from this season's Points Total,
- (b) three points deducted (-3 points) from this season's and next season's Points Total, or
- (c) six points deducted (-6 points) from next season's Points Total.

Points Deduction – First Team Player Advancement

Example: A FQPL Club has two First Team Players signed this season by a National Elite Pathway Team. The FQPL Club can choose to have

- (a) sixteen points deducted (-16 points) from this season's Points Total,
- (b) eight points deducted (-8 points) from this season's and next season's Points Total, or



(c) sixteen points deducted (-16 points) from next season's Points Total.

Points Deduction – New Club

This category applies to Clubs promoted into the FQPL or an entity granted a licence to participate in the FQPL for the first time (excluding Clubs relegated from the NPL). This points deduction only applies for the Promoted Club's first season following promotion into, or being granted a licence to participate in, the FQPL