



# **2020 Football Queensland Competition Regulations**

## Contents

1.0 Organisation and Administration .....	5
1.1 Scope and Application .....	5
1.2 Control of Competitions .....	6
1.3 Consequences for Breach .....	6
1.4 Matches Played in Accordance with the Laws of the Game .....	6
1.5 Confirmation of Leagues/Age Division .....	7
1.6 Contact Information .....	7
1.7 Player Insurance .....	7
1.8 Travel Policy.....	8
1.9 Outstanding Debts.....	8
1.10 Special Consideration .....	8
2.0 Code of Conduct and Registrations .....	9
2.1 Code of Conduct .....	9
2.2 Eligibility .....	9
2.3 Age Eligibility .....	10
2.4 Registration Period .....	11
2.5 Reacquisition of Amateur Status .....	12
2.6 Registrations Outside of Registration Periods.....	12
2.6.1 Amateur Player Registrations.....	12
2.6.2 Professional Player Registrations .....	13
2.7 Visa Players .....	13
2.8 Process for Registration of Team Managers and Coaches .....	14
2.9 Submission of Registrations.....	14
2.10 Professional Player Transfer Fees and Disputes.....	14
2.11 Player Rosters .....	14
3.0 Player Movement .....	15
3.1 Age Policy .....	15
3.1.1 Senior Men's – U18/U20 Boys and First team.....	15
3.1.2 Women's First Team and U18 Girls .....	15
3.1.3 Youth (U13 to U16 Boys and U13/U15/U18 Girls) Competitions.....	16
3.1.4 SAP.....	17
3.2 Relative Age Effect (RAE) .....	17
3.3 Exceptional Ability .....	17
3.4 General Rules – RAE and Exceptional Ability.....	18
3.5 Equal Playing Time – Junior Competitions .....	18
3.6 Playing Across Competitions .....	18
3.7 Exceptional Circumstances – Competitive Age Divisions .....	18
3.8 Long Term Injury List .....	19

3.9 Replacing a Player.....	20
4.0 Competition and Match Day Regulations.....	22
4.1 Regular Season .....	22
4.2 Duration of Matches.....	25
4.2.1 Added Time.....	26
4.2.2 Extra Time.....	26
4.3 Substitution and Interchange .....	27
4.3.1 Substitution .....	27
4.3.2 Interchange.....	27
4.3.3 General Interchange/Substitution.....	27
4.4 Technical Area .....	28
4.5 Playing Strips and Clash of Colours.....	29
4.6 Match Balls .....	29
4.7 Match Officials.....	30
4.7.1 Appointments.....	30
4.7.2 Fees.....	31
4.7.3 Responsibilities and Obligations.....	31
4.7.4 Welfare to Match Officials.....	32
4.8 Match Record .....	32
4.8.1 Confirming Match Records.....	33
4.8.2 Collection of Match Records .....	34
4.9 Match Commissioners .....	35
4.10 Ground Officials.....	35
4.11 Medical Coverage .....	36
4.12 Media Operations.....	37
4.13 Host Venues.....	38
4.14 Competitions Points .....	38
4.15 Competition Placings .....	39
4.16 Finals Series .....	40
4.16.1 Substitution and Interchange.....	41
4.16.2 Extra Time.....	41
4.16.3 Penalties .....	42
4.17 Extreme Weather Events.....	42
4.17.1 Adverse Weather - Rain.....	42
4.17.2 Adverse Weather - Heat .....	43
4.17.3 Delayed, Suspended, Abandoned Postponed & Cancelled Matches .....	43
4.18 Rescheduling Matches.....	44
4.18.1 SAP, Under 13 – Under 16 NPL/FQPL and Under 13 – Under 18 NPLW.....	44
4.18.2 NPL/NPLW/FQPL – First Teams .....	45

4.19 Requests to Defer Matches .....	46
4.20 Forfeited Fixtures .....	47
4.21 Decision to Cancel .....	48
5.0 Promotion and Relegation.....	49
5.1 Introduction.....	49
5.2 Relegation from National Premier Leagues Queensland .....	49
5.3 Promotion from Football Queensland Premier Leagues.....	50
6.0 Awards, Trophies and Medals .....	51
7.0 Player Points System Rules – Football Queensland .....	55
7.1 Scope and Application .....	55
7.2 General Rules.....	55
7.3 New/Promoted Clubs .....	56
7.4 Switching Players.....	56
7.5 Player Advancement Categories.....	58
7.6 Australian Marquee Player .....	58
7.7 Note Section of PPS Spreadsheet.....	58
8.0 Table of Offences and Penalties .....	59
9.0 Definitions and Interpretation.....	61
Appendix 1 – NPL Player Points System Guidelines .....	66
.....	66
Appendix 2 – FQPL Player Points System Guidelines .....	75

# 1.0 Organisation and Administration

## 1.1 Scope and Application

- a) These Regulations shall apply to all 2020 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 1.5, Article 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
  - iii. National Premier Leagues Queensland Junior Boy's
  - iv. National Premier Leagues Queensland Women's
  - v. National Premier Leagues Queensland Girl's
  - vi. Football Queensland Boys Skill Acquisition Phase; and
  - vii. FFA Cup Preliminary Round Competitions.
- e) Clubs, Players, Team Officials and Match 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. 2020 Football Queensland Disciplinary Regulations;
  - viii. 2020 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.

## 1.2 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

## 1.3 Consequences for Breach

- a) 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.

## 1.4 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/FFA Laws of the Game.
- b) The Competition Regulations outlined within are in addition to those stipulated in the IFAB/FFA Laws of the Game. (<http://www.theifab.com/laws>)

## 1.5 Confirmation of Leagues/Age Division

- 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
National Premier Leagues Women's	U13, U15, U18, First Team
Skill Acquisition Program - Boys	U9, U10, U11, U12

- 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.

## 1.6 Contact Information

The following are the Football Queensland Competition Department contacts:

TBC	FQ Office – 07 3208 2677 Mobile – Email:
Maria Tenenwurcel	FQ Office – 07 3208 2677 Email: <a href="mailto:competitions@footballqueensland.com.au">competitions@footballqueensland.com.au</a>
Karyn Longbottom	FQ Office – 07 3208 2677 Email: <a href="mailto:competitions@footballqueensland.com.au">competitions@footballqueensland.com.au</a>
Charisse Wildman	FQ Office – 07 3208 2677 Email: <a href="mailto:competitions@footballqueensland.com.au">competitions@footballqueensland.com.au</a>

## 1.7 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 Gow Gates [website](#).

## 1.8 Travel Policy

- a) Clubs must comply with the Travel Policy as specified in the Competition Policies and Procedures – League Travel.

## 1.9 Outstanding Debts

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

## 1.10 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.



## 2.0 Code of Conduct and Registrations

### 2.1 Code of Conduct

- a) All Players, Club Officials and Match 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.

### 2.2 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 2020 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 [maria@footballqueensland.com.au](mailto:maria@footballqueensland.com.au)

## 2.3 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 2000, 2001, 2002 and 2003
U18 (NPL/FQPL)	For Players born 2002 and 2003 For Players born 2002, 2003 and 2004 (Females)
U16	For Players born 2004
U15	For Players born 2005 (Males) For Players born 2005/2006 (Females)
U14	For Players born 2006
U13	For Players born 2007 (Males) For Players born 2007/2008 (Females)
U12	For Players born 2008
U11	For Players born 2009
U10	For Players born 2010
U9	For Players born 2011

- b) The QAS Girls may, field teams in the Competitions in which they participate exempt from Section 2.2, Article a). Football Queensland will determine in their sole discretion the Competitions in which the QAS Girls participate.

## 2.4 Registration Period

a) Any Amateur Player Registration to a Club may occur at any time during the Registration Periods. For 2020, the registration periods will be:

Competition	Opening Date (Registration Period 1)	Closing Date (Registration Period 1)	Opening Date (Registration Period 2)	Closing Date (Registration Period 2)
NPL Juniors	3 <sup>rd</sup> of December, 2019	19 <sup>th</sup> of February, 2020	1 <sup>st</sup> of June, 2020	30 <sup>th</sup> of June, 2020
NPL Seniors	3 <sup>rd</sup> of December, 2019	19 <sup>th</sup> of February, 2020	1 <sup>st</sup> of June, 2020	30 <sup>th</sup> of June, 2020
FQPL Seniors	3 <sup>rd</sup> of December, 2019	6 <sup>th</sup> of March, 2020	1 <sup>st</sup> of June, 2020	30 <sup>th</sup> of June, 2020
NPLW	3 <sup>rd</sup> of December, 2019	6 <sup>th</sup> of March, 2020	1 <sup>st</sup> of June, 2020	30 <sup>th</sup> of June, 2020
NPLW (W League Players)	3 <sup>rd</sup> of December, 2019	25 <sup>th</sup> March, 2020		
SAP and Girls SAP	3 <sup>rd</sup> of December, 2019	30 <sup>th</sup> of June, 2020		

- i. Amateur Players may register without restriction at any time up until 11:59pm on the Closing Date of each Registration Period
- ii. Clubs will be able to sign players whom have not been registered to another club in Football Queensland competition in 2020 (NPL, NPLW, FQPL), to fill shortages in squads outside of the registration periods outlined above
- iii. Special exemption to the above registration periods may be applied at the discretion of Football Queensland, for intra-competition movement (i.e NPL Junior to NPL Junior or NPLW to NPLW)
- iv. Special exemption to the above registration periods may be applied at the discretion of Football Queensland, for ex-professional players returning from W-League or overseas (subject to ICT) after their contract expires or is terminated to assist in providing elite athletes year round playing opportunities and raising NPLW competition standards

- b) Any Professional Player Registration (Male or Female) to a Club may only occur during one (1) of the (2) Registration Periods each year. For 2020, the registration periods will be:

Competition	Opening Date	Closing Date & Time
NPL, NPLW & FQPL	25 <sup>th</sup> of November 2019	5pm 31 <sup>st</sup> of January 2020
NPL, NPLW & FQPL	1 <sup>st</sup> of June, 2020	5pm 30 <sup>th</sup> of June, 2020

- d) Please note: The below windows have been set by Football Federation Australia for the FIFA Transfer Matching System (FIFA TMS):

Gender	Opening Date	Closing Date & Time
Male	3 <sup>rd</sup> of January, 2020	31 <sup>st</sup> of January 2020
Female	19 <sup>th</sup> of January, 2020	15 <sup>th</sup> of February, 2020

## 2.5 Reacquisition of Amateur Status

- a) A Player registered as a Professional Player cannot re-register as an Amateur Player until at least thirty (30) days after his or her last Match as a Professional Player.
- b) A Player registered to a Standard Player Contract with a W-League club in the 2019/2020 season may re-register as an Amateur Player immediately after their last match as a Professional Player, subject to the Club/Player submitting a written request to Football Queensland and Football Queensland approving that request in its absolute discretion.

## 2.6 Registrations Outside of Registration Periods

### 2.6.1 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.

## 2.6.2 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), A-League or W-League regular Season and/or finals series for Season 2019/20 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.

## 2.7 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.

## 2.8 Process for Registration of Team Managers and Coaches

- a) All Coaches, Team Manager's and Special Care Volunteers must be registered in order to be involved with a Club participating in Football Queensland Competitions.
- b) All coaches that coach within Football Queensland Competitions must hold the recognised minimum level of coaching accreditation required as stipulated in the NPL/FQPL and NPLW Licensing Criteria.

## 2.9 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.

## 2.10 Professional Player Transfer Fees and Disputes

- a) 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 2020 Football Queensland Disciplinary Regulations and the National Registration Regulations.

## 2.11 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 2020 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/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.

## 3.0 Player Movement

### 3.1 Age Policy

#### 3.1.1 Senior Men's – U18/U20 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 1999 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.
  - iii. Players attaining the age of 16 in 2020 are eligible to play in the Men's First Team Competition without restriction.

#### 3.1.2 Women's First Team and 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 16 in 2020 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 (1999/2000/2001), 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 three (3) point deduction from their First Team results/ladder.

### 3.1.3 Youth (U13 to U16 Boys and U13/U15/U18 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.



### 3.1.4 SAP

- a) 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 and exemption is sought and approved by Football Queensland.

### 3.2 Relative Age Effect (RAE)

- 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.
- e) All players approved under 'Relative Age Effect' may be re-assessed during the season to ensure that the principles are being maintained.

### 3.3 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.
- d) All players approved under 'Exceptional Ability' may be re-assessed during the season to ensure that the principles are being maintained.

### 3.4 General Rules – RAE and Exceptional Ability

- a) 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.
- b) 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.
- c) 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.

### 3.5 Equal Playing Time – Junior 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.

### 3.6 Playing Across Competitions

- 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'.

### 3.7 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.

### 3.8 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.

### 3.9 Replacing a Player

- a) In the event that a Club removes a Player from its Player Roster and/or PPS in accordance with Section 3.8, the Club may register a Replacement Player.
- b) 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.
- c) 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.
- v. The registration of a replacement Player must not cause the club to exceed the maximum points allocated in the Player Points System (If applicable).

## 4.0 Competition and Match Day Regulations

### 4.1 Regular Season

- a) The 2020 Season will comprise of teams licensed or operating under a Memorandum of Understanding as approved by Football Queensland.
- b) Clubs must have competing teams in each age division unless exemption is obtained from Football Queensland.
- c) Football Queensland determines the number of teams to play in each age group in any particular season.
  - i. For 2020, Male competitions shall be represented by 14 Clubs (NPL Seniors), 26 Clubs (NPL Juniors) and 12 Clubs (FQPL) with a single team in each age division with exception of:
    - (a) Football Queensland exempts Wide Bay Buccaneers from entering the 1<sup>st</sup> Grade and U20s teams in the FQPL competition. For clarification, Wide Bay Buccaneers will enter teams into the following competitions: NPL Juniors (U13, U14, U15, and U16) and FQPL Senior (U18 only).
    - (b) Football Queensland exempts Mackay & Whitsundays Magpies Crusaders from entering the U20, U18, U16, U15, U14, U13 teams in the NPL competitions. For clarification, Mackay & Whitsundays Magpies Crusaders will enter one team into the following competition: NPL Senior (1<sup>st</sup> Grade only).
  - ii. For 2020, Female competitions shall be represented by 13 Clubs (NPLW) with a single team in each age divisions with exception of:
    - (a) Football Queensland exempts Sunshine Coast Wanderers from entering the 1<sup>st</sup> Grade and U13 teams in the NPLW Competition. For clarification, Sunshine Coast Wanderers will enter teams into the following competitions: NPLW (U15 and U18 only).
    - (b) Football Queensland approved Sunshine Coast United to enter the NPLW U13 Competitions. For clarification, Sunshine Coast United will only enter the U13 team into the NPLW competition.
    - (c) Football Queensland exempts QAS from entering the U13, U15, U18 teams in the NPLW competitions. For clarification, QAS will enter one team into the following

competition: NPLW Senior (1<sup>st</sup> Grade only).

1. QAS girls will also enter teams into the Competition Phase and Tournament Phase of the NPL Juniors (U13, U14 and U15). The QAS Girls are exempt to play in the Pre-season phase of NPL Juniors.
  - iii. Promotion and Relegation does form part of National Premier Leagues Men's and Football Queensland Premier League First Team Competitions for 2020.
  - iv. Promotion and Relegation does not form part of the National Premier Leagues Women's and National Premier Leagues Junior Boy's Competition for 2020.
- d) All Senior Male and all age groups of Female Competitions will consist of two (2) stages;
- i. Premiership, consisting of home and away matches; and
  - ii. Finals Series matches.
- e) The 2020 NPL Junior competition structure will contain twenty-six (26) clubs (including Brisbane Roar and QAS) competing into one competition, meaning junior teams will no longer be affected by the finishing position of their senior team. The junior NPL Male competition will consist of three (3) phases;
- i. Pre-season phase;
    - (a) To determine the 2020 junior NPL competition, clubs (with exception of Brisbane Roar and QAS) have been ranked from 1 to 24 using a data-based junior grading model.
    - (b) The data set includes results from a Football Queensland club technical audit alongside each club's total junior league points from the 2019 season.
    - (c) Factors from Section 4.1, Article e) i. (a) and (b), when combined determine each club's 'ranking' score, resulting in the ranking order from 1 to 24. After clubs being ranked from 1 to 24, the top six clubs have been allocated to a Shield pool that will also include the Brisbane Roar 2 Star Academy. The remaining 18 clubs have been allocated across two other pools, Maroon and White, based on their ranking as can be seen below:

<b>NPL Shield</b>	<b>NPL Maroon</b>	<b>NPL White</b>
Brisbane City FC	Capalaba FC	Eastern Suburbs
Brisbane Strikers FC	Gold Coast Knights	Holland Park Hawks
Gold Coast United FC	Ipswich Knights FC	Peninsula Power
Lions FC	Mitchelton FC	Redlands United
Logan Lightning FC	Olympic FC	Rochedale Rovers FC
Moreton Bay United	Sunshine Coast Fire FC	Souths United
Brisbane Roar	Western Pride FC	Southside Eagles
	Wide Bay Buccaneers	Sunshine Coast Wanderers
	Wolves FC	SWQ Thunder

(d) The pre-season phase will have clubs playing each team within their pool once. At the conclusion of the pre-season phase, each pool will be displayed as a ladder, with clubs' position in the ladder based on an accumulation of their points across all junior age groups. This will provide further validation for the initial grading process.

(e) Clubs also have the ability to change their ranking based on the finishing position of their teams in the pre-season phase.

#### ii. Competition phase

(a) The scope of the competition phase will be two new leagues, the NPL Academy and the NPL Development.

(b) Thirteen (13) clubs will be allocated to each of these two pools for the competition phase.

(c) The top placed three clubs from both the Maroon pool and White pool from the Pre-Season phase will join the six teams from the Shield pool to form the NPL Academy alongside the Brisbane Roar Academy.

(d) The NPL Development will be comprised of the remaining twelve (12) clubs, with the QAS Girls also participating in the competition phase.

(e) The competition phase will have clubs playing each team within their pool once, with all accumulated points counting towards the following year's grading process.

#### iii. Tournament phase

(a) The tournament phase is the last phase of the 2020 NPL Junior Boy's



Competition, designed to deliver a higher intensity end to the season and playing against closely rated competition.

- (b) For the tournament phase, clubs will be split into four pools based on their finishing rank (total points accumulated) at the end of the pre-season phase.
  - (c) These pools will play for the Queensland Cup, and the Gold, Silver and Bronze Plates, with all accumulated points counting towards the following year’s grading process.
  - (d) The tournament phase will have clubs playing each team within their pool once.
- 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.

## 4.2 Duration of Matches

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

League	Time per Half
SAP Under 9	20 Minutes
SAP Under 10 to Under 12	25 Minutes
Under 13	35 Minutes
Under 14	35 Minutes
Under 15	40 Minutes

Under 16	40 Minutes
Under 18	45 Minutes
Under 20	45 Minutes
1st Grade	45 Minutes

- b) 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.
- c) 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.
- d) 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.

#### 4.2.1 Added Time

- a) Match Officials 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.

#### 4.2.2 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).

## 4.3 Substitution and Interchange

### 4.3.1 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 4<sup>th</sup> 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.

### 4.3.2 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.

### 4.3.3 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.

#### 4.4 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 Official's 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.

#### 4.5 Playing Strips and 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. Failure to supply the alternate kit will result in a fine per match they are not supplied.
- 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.

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

## 4.7 Match Officials

### 4.7.1 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 2020 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:
  - i. Club Officials
  - ii. Capable Parent
  - iii. Older child or player; or
  - iv. Beginner Referee

#### 4.7.2 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 2020 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 chose to, it will be at the expense of the Club and not Football Queensland.

<b>Competition</b>	<b>Referee</b>	<b>AR 1</b>	<b>AR 2</b>	<b>Total</b>
<b>NPL</b>				
First Team	\$200.00	\$100.00	\$100.00	<b>\$400.00</b>
U20	\$ 116.00	\$ 58.00	\$ 58.00	<b>\$232.00</b>
U18	\$ 90.00	\$ 45.00	\$ 45.00	<b>\$180.00</b>
U16	\$ 68.00	\$ 34.00	\$ 34.00	<b>\$136.00</b>
U15	\$ 63.00	\$ 31.50	\$ 31.50	<b>\$126.00</b>
U14	\$ 57.50	\$ 28.75	\$ 28.75	<b>\$ 115.00</b>
U13	\$ 52.50	\$ 26.25	\$ 26.25	<b>\$105.00</b>
<b>NPLW</b>				
First Team	\$120.00	\$ 60.00	\$ 60.00	<b>\$240.00</b>
U18	\$ 80.00	\$ 40.00	\$ 40.00	<b>\$160.00</b>
U15	\$ 53.00	\$ 26.50	\$ 26.50	<b>\$106.00</b>
U13	\$42.50	\$ 21.25	\$ 21.25	<b>\$ 85.00</b>
<b>FQPL</b>				
First Team	\$190.00	\$ 95.00	\$ 95.00	<b>\$380.00</b>
U20	\$106.00	\$ 53.00	\$ 53.00	<b>\$212.00</b>
U18	\$ 80.00	\$ 40.00	\$ 40.00	<b>\$160.00</b>

#### 4.7.3 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) Match Officials may abandon, postpone or forfeit a match in accordance with any relevant articles of these Regulations.

#### 4.7.4 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.

#### 4.8 Match Record

- 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.

#### 4.8.1 Confirming 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.
- b) 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.
- c) Alterations to the official match record, must be initialed by each team official, plus the Match Referee.
- i. 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

#### 4.8.2 Collection of Match Records

- 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 Officials 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;
    - (a) Captains (First Team Men's and Women's);
    - (b) Halftime and Fulltime Score (All Competitions);
    - (c) Goal Scorers and the time in which goals were scored (for all competitions);
    - (d) Infringements (Yellow and Red Cards) Issued (for all competitions); and
    - (e) Substitutions and the time the player was substituted (U18/20 and First Team Men's and Women's competitions).
- e) Football Queensland will impose a fine on any Home Club who fails to enter the match data as outlined above without appropriate justification.
- f) Host Clubs are to submit all match records to Football Queensland via email to [teamsheets@footballqueensland.com.au](mailto: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.

- g) Football Queensland will impose a fine on clubs that fail to forward match records within the required timeframe without justification.

#### 4.9 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.

#### 4.10 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.
- d) The duties of appointed Ground Officials are as below:
  - i. Ground Officials must ensure that FQ competitions are run in a safe and secure environment accordingly to FQ and FFA regulations as per Section 1.1, Article e) of the FQ Competitions Regulations.
  - ii. General Requirements
    - (a) All Ground Officials must be eighteen (18) years of age or older.
    - (b) The Ground Officials must wear an official Ground Official shirt/vest which can be easily identified.

- (c) Appointed Ground Officials should not be involved in any other duties whilst acting in this capacity (not refereeing, coaching, canteen or bar duties, etc).
- (d) The Ground Officials must be impartial and consistent when making decisions.
- (e) Ground Officials may be required to submit a report upon request from FQ.

iii. Match Officials Support

- (a) The Ground Official is required to arrive at the Match Officials room 10 minutes prior to kick off.
- (b) If a Ground Official is not present to escort Match Officials to the field then Match Officials will not leave the referee room to commence the game.
- (c) If a Ground Official is not present to escort the Match Officials by 15 minutes after the scheduled kick off time, the game will be abandoned and the match may be declared a forfeit.
- (d) The Ground Official will ensure that Match Officials are safely escorted into and from the field of play (Prior to game, half time, full time).
- (e) The Ground Official should work closely with the appointed Match Officials to ensure that the day's activities are completed in the best possible atmosphere for player, spectators, coaches, officials and match officials.

iv. Spectators/Crowd Control

- (a) The Ground Official must condemn unsporting behaviour ensuring safety and welfare of players, referees and spectators
- (b) The Ground Official must ensure that spectators are not in prohibited area (i.e. too close to the sidelines, behind the goals, near or on the player benches etc.).
- (c) The Ground Official is to ensure that spectator's behaviour is acceptable in accordance to the FFA Spectator Code of Behaviour (no foul language, abusive comments etc.).
- (d) The Ground Official must condemn unsporting behaviour ensuring safety and welfare of players, referees and spectators.

## 4.11 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:

Age Grades	Responsibility of Coverage
SAP and Girls SAP (U9-U12)	Home Club to Provide
NPL/FQPL/NPLW Juniors (U13-U16)	Home Club to Provide
NPL/FQPL/NPLW Seniors (U18-1st Grade)	Both Clubs to Provide

- b) Clubs will not be required to appoint separate individuals to each U9-U16 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 U9-U16 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	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)

## 4.12 Media Operations

- a) Due to obligations to Football Queensland partners and rights holders, each Club must ensure that they comply with the 2020 Match Day Deliverables and 2020 Media and Marketing Guidelines, which has been provided by Football Queensland.
- b) Failure to comply with any article of the 2020 Match Day Deliverables and 2020 Media or Marketing Guidelines will be dealt with under these Regulations as per the Table of Offences.

### 4.13 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.

### 4.14 Competitions 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:

<b>Result</b>	<b>Points Accumulated</b>
Win	3 Points
Draw	1 Point
Loss	0 Points
Forfeit	3 Points (To team receiving the forfeit)
Bye	0 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.

#### 4.15 Competition Placings

- a) The position of each Club at the end of the Regular Season will be determined based on the following criteria for NPL Seniors (U18, U20, 1<sup>st</sup> Grade), NPLW and FQPL :
- 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:
    - iii. Highest number of wins;
    - iv. Highest goal difference;
    - v. Highest number of goals scored;
    - vi. Highest number of points accumulated in matches between the Clubs concerned;
    - vii. Highest goal difference in matches between the Clubs concerned;
    - viii. Lowest number of red cards accumulated;
    - ix. Lowest number of yellow cards accumulated; and
    - x. 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) The position of each Club at the end of the Regular Season will be determined based on the following criteria for NPL Juniors :
- 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:
    - iii. Highest goal difference;
    - iv. Highest number of goals scored;
    - v. Highest number of points accumulated in matches between the Clubs concerned;

- vi. Highest goal difference in matches between the Clubs concerned;
- vii. Lowest number of red cards accumulated;
- viii. Lowest number of yellow cards accumulated; and
- ix. 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.

c) Consistent with the MiniRoos Guidelines, league tables will not be kept during the 2020 SAP Competition.

#### 4.16 Finals Series

- a) The format and schedule of the Finals Series for each Football Queensland competition will be determined 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, FQPL 1<sup>st</sup> Grade, U20 and U18 and NPLW 1<sup>st</sup> Grade, U18, U15 and U13 at the conclusion of the Regular Season will participate in a Finals Series
- c) The Final Series for the teams listed in Section 4.15, Article b) 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 <sup>st</sup> v 4 <sup>th</sup>
	2	Semi-Final 2	2 <sup>nd</sup> v 3 <sup>rd</sup>
2	3	Grand Final	Winner of Match 1 v Winner of Match 2

- d) The Club who wins each respective Grand Final will be crowned Grand Final Winners and will be awarded the Grand Final Winner’s Trophy
- e) To be eligible to play for a team in the NPL 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.
- f) To be eligible to play in the FQPL or NPLW Finals Series, a player must have been listed on match records and taken to the field of play in a minimum of eight (8) matches during the season.
- g) In competitions where interchange rules apply, all players listed on the team sheet will be for the



purpose of Section 4.15 be deemed to have taken to the field of play.

#### 4.16.1 Substitution and Interchange

- a) For all 1<sup>st</sup> Grade matches played 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.
- b) For all U20's matches played during Finals Series, the following Substitution Rules will apply:
- i. Up to a maximum of three (3) outfield Players, plus 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.
- c) For all age grades during Finals Series, substitution and interchanges rules will remain as applied through the Regular Season

#### 4.16.2 Extra Time

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

Age Groups	Extra Time
Under 13	Two (2) periods of ten (10) minutes
Under 15	Two (2) periods of ten (10) minutes
Under 18	Two (2) periods of fifteen (15) minutes
Under 20	Two (2) periods of fifteen (15) minutes
1 <sup>st</sup> Grade	Two (2) periods of fifteen (15) minutes

- 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.

### 4.16.3 Penalties

- 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.

- *1<sup>st</sup> kick – Team A*      *2<sup>nd</sup> kick – Team B*
- *3<sup>rd</sup> kick – Team A*      *4<sup>th</sup> kick – Team B*
- *5<sup>th</sup> kick – Team A*      *6<sup>th</sup> kick – Team B*
- *7<sup>th</sup> kick – Team A*      *8<sup>th</sup> kick – Team B and soon*

## 4.17 Extreme Weather Events

### 4.17.1 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 Referee 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](http://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 between Clubs from different zones (e.g., Brisbane v Sunshine Coast, Gold Coast v Toowoomba), 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, as determined by FQ in their sole and absolute discretion.

#### 4.17.2 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](#).

#### 4.17.3 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 (2<sup>nd</sup>) 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.
  - b. 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.
  - c. 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 4.17.
- f) **Cancelled** – a fixture may be cancelled in accordance with Section 4.20.

## 4.18 Rescheduling Matches

### 4.18.1 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 Section 4.17 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 2020 FQ Competitions 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

#### 4.18.2 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

- ii. In the event, NPL/FQPL and NPLW 1<sup>st</sup> Grade are cancelled on the same weekend with the same host club, Football Queensland will determine which game will be played on Tuesday. The other match will be scheduled on Wednesday.
- 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 or another date as determined by FQ.
- 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.
- d) 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.

#### 4.19 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 Friday 21<sup>st</sup> of August will result in the match being cancelled and the result recorded as a nil all draw (0 – 0).

## 4.20 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.

#### 4.21 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.



## 5.0 Promotion and Relegation

### 5.1 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 2020 Regular Season to the 2021 Regular Season
- b) There will be no Promotion or Relegation for the National Premier Leagues Women's Queensland and National Premier Leagues Queensland Junior Boy's Competition for the 2020 season.
- c) If the 2020 NPL/FQPL competition structures change due to unforeseen circumstances post the commencement of the 2020 Regular Season, Football Queensland retains the right to review and amend these Regulations in its sole and absolute discretion.

### 5.2 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.
  - i. Those Clubs positioned in last place and 2<sup>nd</sup> last place, 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 5.2, Article d).
- 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 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 5.2, Article d).
- 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 5.

### 5.3 Promotion from Football Queensland Premier Leagues

- a) The Club who finishes 1st in FQPL may be promoted to the NPL QLD, subject to the Club meeting the standards as outlined in the FQPL/NPL Licensing Agreement and Section 5.3, Article c).
- 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 Club promoted from the FQPL Competition in their sole and absolute discretion as to the interpretation of this Section 5.

## 6.0 Awards, Trophies and Medals

a) Football Queensland will present the following medals and trophies at the conclusion of the 2020 Season for all Senior Competitions of NPL, NPLW and FQPL (U18, U20, 1<sup>st</sup> Grade):

i. Premiership and Championships Winners:

- (a) Perpetual Trophy – First Team NPL/NPLW/FQPL Competitions
- (b) Replica Trophy or Plaque – All Age Groups
- (c) 25 Medals for All Age Groups

ii. Runners-Up

- (a) 25 medals for All Age Groups

iii. Match Officials

- (a) 1 Medal per Match Official appointed to the Grand Final (excluding the Referee Assessor)

b) Football Queensland will present the following medals and trophies at the conclusion of the 2020 Season for all Junior Competitions of NPL and NPLW (U13, U14, U15, U16):

i. Premiership and Championships Winners for NPLW:

- (a) Replica Trophy or Plaque – All Junior Age Groups
- (b) 20 Medals for All Age Groups

ii. Premiership (Competition Phase) and Championships Winners (Tournament Phase) for NPL Junior:

- (a) Replica Trophy or Plaque – All Junior Age Groups
- (b) 20 Medals for All Age Groups

iii. Runners-Up

- (a) 20 medals for All Age Groups

c) 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.

d) 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:
  - (a) Referee 3-2-1 Votes;
  - (b) Team of the Season Votes
  - (c) Any other reasonable justification as determined by Football Queensland. Such as disciplinary record or overall team performance
  - (d) 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 21 years or younger (at the conclusion of the Regular Season), who finishes highest in their respective competitions voting for the Player of the Season at the conclusion of the Regular Season.

e) 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:

- ii. A Team of the Season will be cast by the Head Coach of each Club immediately following the conclusion of the Regular Season
  - iii. Should Players be tied on votes in certain positions, Football Queensland may utilize other statistics or highlights available to determine the final Team of the Season
- f) 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
- g) 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. Coach of the Year is awarded to the Coach who through the following combination of criteria:
    - (a) Coaches 3-2-1 Votes;
    - (b) Any other reasonable justification as determined by Football Queensland. Such as overall team performance.
  - iv. The Coach of the Year Award will be presented to the winner at the conclusion of the Finals Series
  - v. 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
- h) 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
- i) 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
- j) All perpetual trophies remain the property of Football Queensland.
- k) 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 6<sup>th</sup> January 2020.
- l) 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.

## 7.0 Player Points System Rules – Football Queensland

### 7.1 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 2020 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.

### 7.2 General Rules

- 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. 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 2020 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.

### 7.3 New/Promoted Clubs

- a) Football Queensland has determined that the following Clubs are eligible for the new/promoted Club point deduction in 2020:
  - i. Capalaba FC
  - ii. Sunshine Coast Wanderers
- b) This point deduction is only applicable for the 2020 NPL season.

### 7.4 Switching Players

- a) Under the Player Points Systems, Players whom switch Clubs from either 2019 to 2020 or during the 2020 season 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 2020:
  - i. Inter Competition



- (a) If a Player switches from an FQPL Club to an NPL Club or vice versa for the 2020 season or during the 2020 season that Player will not be subject to the Switching Player Point category under the Player Points System.
- ii. Interstate NPL to NPL QLD
  - (a) Any Player who moves from an interstate NPL Competition (i.e. NPL NSW), regardless of division, for the 2020 Season or during the 2020 Season will be subject to the Switching Player Points category under the Player Points System.
  - (b) 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
  - (a) Any Player who comes from outside the NPL or FQPL for the 2020 Season or during the 2020 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
  - (a) Any Player who changes club for the 2020 Season or during the 2020 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
  - (a) Any Player who switches from the Capalaba FC or Sunshine Coast Wanderers to another NPL QLD Club before the 2020 Season will not be subject to the Switching Player Points category.
  - (b) If the Player switches from Capalaba FC or Sunshine Coast Wanderers to another NPL QLD Club after having registered for the 2020 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.

## 7.5 Player Advancement Categories

- a) Youth Player Advancement
  - i. 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).

## 7.6 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.

## 7.7 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)).

## 8.0 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 Registration	2.2 c) Eligibility	\$500 per forfeit - SAP, U13-U20 Boys, U13-U18 Girls \$2000 per forfeit – First Team Men’s and First Team Womens	\$5000 and expulsion of team from competition
3 – Player Movement	3.1.3 c) Youth	\$100	\$500
3 – Player Movement	3.5 Equal Playing Time – Junior Competitions	\$200	\$500
4 – Competitions and Match Day Regulations	4.4 Technical Area	\$50	\$500
4 – Competitions and Match Day Regulations	4.6 Match Balls	\$200 Per Match	
4 – Competitions and Match Day Regulations	4.7.3 – Match Official Welfare	\$50	\$5000
4 – Competitions and Match Day Regulations	4.8 – Match Records	\$50	\$200
4 – Competitions and Match Day Regulations	4.9 – Match Commissioners	\$50	\$2000

4 – Competitions and Match Day Regulations	4.10 – Ground Officials	\$50	\$250
4 – Competitions and Match Day Regulations	4.11 – Medical Coverage	\$100	\$250
4 – Competitions and Match Day Regulations	4.12 – Media Operations	\$50	\$250

## 9.0 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 body.

**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 referees, 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 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 2020 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



**NATIONAL  
PREMIER LEAGUES**

PLAYER POINTS SYSTEM | 2020

## 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 2020 season will be set by each Member Federation, in consultation with FFA, up to a maximum of 200 points.

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.

## 1.0 PLAYER POINTS SYSTEM

Category	Points Adjustment	Criteria
<b>Youth Player</b>	-1 for each year the Player is under 23 years of age	<ul style="list-style-type: none"> <li>• A Youth Player is 22 years of age or younger as at 31 December of the current NPL season.</li> <li>• 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.</li> <li>• The maximum adjustment to a Player's points value under this category is minus five (5) points.</li> </ul>
<b>Visa Player</b>	+10	<ul style="list-style-type: none"> <li>• A Visa Player is any Player who is <b>not</b> an Australian Player.</li> <li>• Ten (10) points is added to a Player's points value if that Player is a Visa Player.</li> <li>• 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.</li> <li>• A Visa Player may still benefit from the other categories of the PPS (e.g. Youth Player).</li> <li>• A NPL Club can have a maximum of two (2) Visa Players on their First Team Player Roster at any one time.</li> </ul>
<b>Homegrown Player</b>	-1 for each season registered with the NPL Club	<ul style="list-style-type: none"> <li>• A Homegrown Player is a Player that has been registered for any period during a season with his NPL Club's Age-Eligible Teams.</li> <li>• 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.</li> <li>• The maximum adjustment to a Player's points value under this category is minus five (5) points.</li> </ul>
<b>Loyalty Player</b>	-1 for each continuous season with the NPL Club's First Team	<ul style="list-style-type: none"> <li>• A Loyalty Player is a Player that has registered for his NPL Club's First Team for at least five (5) continuous seasons.</li> <li>• 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.</li> </ul>
<b>Switching Player</b>	+5	<ul style="list-style-type: none"> <li>• Five (5) points is added to a Player's points value if:               <ol style="list-style-type: none"> <li>(a) he was registered as a professional with his previous Club (this does not apply to the nominated Australian Marquee Player); or</li> <li>(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).</li> </ol> </li> </ul>
	+3	<ul style="list-style-type: none"> <li>• 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).</li> </ul>

	2	<ul style="list-style-type: none"> <li>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.</li> </ul>
	+1	<ul style="list-style-type: none"> <li>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).</li> </ul>
<b>Pathway Player</b>	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.
<b>Australian Marquee Player</b>	0	<ul style="list-style-type: none"> <li>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.</li> <li>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).</li> <li>A NPL Club can have one (1) Player on its First Team Player Roster nominated as its Australian Marquee Player at any one time.</li> </ul>

### Points Deductions

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

Category	Points Bonus	Criteria
<b>Youth Player Advancement</b>	-3 per Player	<ul style="list-style-type: none"> <li>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.</li> <li>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.</li> </ul>
<b>First Team Player Advancement</b>	-8 per Player	<ul style="list-style-type: none"> <li>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.</li> <li>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.</li> </ul>
<b>Promoted Club</b>	-20 per Club	<ul style="list-style-type: none"> <li>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.</li> </ul>

## 1. 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;
- Foxtel Y-League team; or
- National Training Centre team (full-time programs only).

#### 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 division of the NPL or,
- (b) 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 2020 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:

<i>Player's Age as at 31 December in current NPL season</i>	<i>Points Deduction</i>
22 years old (1998)	-1
21 years old (1999)	-2
20 years old (2000)	-3
19 years old (2001)	-4
18 years old (2002)	-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 2016, 2017, 2018 and 2019 (continuous seasons). If also registered in 2020, he will be eligible to receive his first point reduction of one (1) point as a Loyalty Player in the 2020 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 2016, 2017 and 2018 (continuous seasons), however was not registered with any Club in 2019. If the Player registers with that NPL Club in 2020, 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 (1) 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 2020 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*  
2017 - Registered with United FC (NPL Club)  
2018 - Registered with Perth Glory (FYL)  
2019 - Registered with Brisbane Roar (A-League)  
2020 - Registered with United FC (NPL Club)

Example B: *Player history of Mark Jones – Ineligible Pathway Player*  
2017 - Registered with United FC (NPL Club)  
2018 - Registered with Perth Glory (FYL)  
2019 - Registered with Thailand FC (Overseas)  
2020 - 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 season's Points Total; or
- (c) 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 choose to have

- (a) sixteen points deducted (-16 points) from this season's Points Total;
- (b) eight (8) 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 – 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 | 2020

---

### Football Queensland 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 Football Queensland Premier Leagues (**FQPL**). 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 FQPL Club Player Rosters;
- Maintain competitive balance and parity amongst the FQPL Clubs;
- Incentivise Players progressing through to national elite pathway teams (**National Elite Pathway Team**) to return to their original FQPL Clubs; and
- Reward Clubs who develop Players that progress through to a National Elite Pathway Team.

The PPS encourages FQPL 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 **FQPL Club** teams: those upon which an age restriction is placed (e.g. U16s, U18s, U20s) (**FQPL Club Age-Eligible Team**) and the FQPL 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 2020 season will be set by each Member Federation, in consultation with FFA, up to a maximum of 200 points.

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 FQPL 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.

## 1. PLAYER POINTS SYSTEM

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

	+2	<ul style="list-style-type: none"> <li>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.</li> </ul>
	+1	<ul style="list-style-type: none"> <li>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 FQPL Club other than their FQPL Club of origin (i.e. the FQPL Club he was registered with prior to that National Elite Pathway Team).</li> </ul>
<b>Pathway Player</b>	0	No points are added to, or deducted from, a Player's points value only by virtue of that Player having left a FQPL Club to join a National Elite Pathway Team and having returned to the same FQPL Club.
<b>Australian Marquee Player</b>	0	<ul style="list-style-type: none"> <li>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.</li> <li>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).</li> <li>A FQPL Club can have one (1) Player on its First Team Player Roster nominated as its Australian Marquee Player at any one time.</li> </ul>

### Points Deductions

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

Category	Points Bonus	Criteria
<b>Youth Player Advancement</b>	-3 per Player	<ul style="list-style-type: none"> <li>Three (3) points may be deducted from a FQPL 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.</li> <li>The points deduction will only apply for one (1) 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.</li> </ul>
<b>First Team Player Advancement</b>	-8 per Player	<ul style="list-style-type: none"> <li>Eight (8) points may be deducted from a FQPL 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.</li> <li>The points deduction will only apply for one (1) 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.</li> </ul>
<b>Promoted Club</b>	-20 per Club	<ul style="list-style-type: none"> <li>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 FQPL.</li> </ul>

## 1. 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 FQPL Clubs with further clarity with respect to 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 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 FQPL and or, the Hyundai A-League Team;
- Foxtel Y-League team; or
- National Training Centre team (full-time programs only).

#### FQPL

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

#### FQPL Club Age-Eligible Teams

FQPL Club Age-Eligible teams are the teams that sit below the FQPL Club First Team as determined by each Member Federation. For clarity:

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

#### FQPL Club

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

### **FQPL Finals Series**

FQPL 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 FQPL Club's player points as set out in Schedule C of the FQPL Finals Series – Competition Regulations and in this document.

### **Points Cap**

Points Cap means the permitted total value of a FQPL 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 FQPL Club's First Team Player Roster at any given time.

### **Promoted Club**

A Promoted Club means:

- a) an entity granted a licence to participate in the FQPL for the first time.

## **Explanatory Notes**

### **FQPL Club First Team Player Roster Requirements**

- At all times during a FQPL season, a FQPL 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 FQPL Club may promote a Player from its FQPL Age-Eligible Teams to play for its First Team up to a maximum of 40% of matches throughout a FQPL 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 FQPL season, the Player must be included on the FQPL 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 FQPL 2020 Season exceeds the age-limit for the oldest FQPL Age-Eligible Team at an FQPL Club (e.g. U20), must be included on his FQPL 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 old (1998)	-1
21 years old (1999)	-2
20 years old (2000)	-3
19 years old (2001)	-4
18 years old (2002)	-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 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 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 FQPL 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 FQPL Club’s Age-Eligible Teams to be eligible for Homegrown Player points.
- Example: For a Player who was registered for the FQPL Club in the U14s and U16s but was not registered with the FQPL 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 FQPL Club’s Age Eligible Teams, prior to that FQPL Club being granted an FQPL 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 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 FQPL Club's First Team in 2016, 2017, 2018 and 2019 (continuous seasons). If also registered in 2020, he will be eligible to receive his first point reduction of one (1) point as a Loyalty Player in the 2020 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 for that FQPL Club will be deemed to be continuous.
- Example: A Player was registered with the same FQPL Club in 2016, 2017 and 2018 (continuous seasons), however was not registered with any Club in 2019. If the Player registers with that FQPL Club in 2020, 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 will not be deemed to have ceased if he returns to his previous FQPL 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 FQPL 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 FQPL Club A. This season with FQPL 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 FQPL Club (**Former FQPL Club**) and subsequently: registers with a Club that does not participate in the FQPL, A-League or FYL (**non-FQPL Club**); and
  - having not played for the non-FQPL Club in a competitive match seeks to register with a subsequent FQPL Club (**Subsequent FQPL Club**);
  - the Member Federation or FFA may attribute Switching Player Points for that Player upon registration with the Subsequent FQPL Club as if the Player had transferred directly from the Former FQPL Club to the Subsequent FQPL Club.
- The Subsequent FQPL 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 FQPL Club qualifies for the national FQPL Finals Series.
- Switching Player points also apply for mid-season registrations and transfers, including a Player promoted from a FQPL Club's Age-Eligible Team.
- Where a Player is promoted from a FQPL Club's Age-Eligible Team (or equivalent) to a FQPL 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 2020 season) or in the previous FQPL season was with another FQPL 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 FQPL Club for a National Elite Pathway Team and returns to the same FQPL 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 FQPL Club.

Example A: *Player history of John Smith – Eligible Pathway Player*  
2017 - *Registered with United FC (FQPL Club)*  
2018 - *Registered with Perth Glory (FYL)*  
2019 - *Registered with Brisbane Roar (A-League)*  
2020 - *Registered with United FC (FQPL Club)*

Example B: *Player history of Mark Jones – Ineligible Pathway Player*  
2017 - *Registered with United FC (FQPL Club)*  
2018 - *Registered with Perth Glory (FYL)*  
2019 - *Registered with Thailand FC (Overseas)*  
2020 - *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 (1) season only in his career for that FQPL Club. For the avoidance of doubt, a Player is not able to be an Australian Marquee Player in his second season in the FQPL with that FQPL Club.
- (b) Notwithstanding paragraph (a) immediately 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 (6) points deducted (-6 points) from this season's Points Total;
- (b) three (3) points deducted (-3 points) from this season's and next season's Points Total; or
- (c) six (6) points deducted (-6 points) from next season's Points Total.

### **Points Deduction – First Team Player Advancement**

Example: A FQPL Club has two (2) 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 (8) 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 – Promoted 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. 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.