



FOOTBALL  
**QUEENSLAND**



# **AUSTRALIA CUP**

2022 AUSTRALIA CUP  
SUPPLEMENTARY REGULATIONS

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# 1 COMPETITION DETAILS AND STRUCTURE

## 1.1. General Information

- 1.1.1. All Clubs participating in the Australia Cup are bound by *Australia Cup Competition Regulations* as promulgated by FA from time to time.
- 1.1.2. These Supplementary Competition Regulations (**Regulations**) shall apply to all Australia Cup Preliminary Round fixtures administered by FQ and may be amended by Football Queensland (FQ) at anytime.
- 1.1.3. **To the extent there is any inconsistency between these Regulations and the Australia Cup Competition Regulations, the latter shall prevail. In 2022, Football Queensland will be afforded 4 clubs to enter into the National Round of 32.**
- 1.1.4. Terms defined in the Australia Cup Competition Regulations and FQ Rules of Competition shall have the same meaning in these Regulations unless otherwise stated.
- 1.1.5. All FQPL (**Football Queensland Premier League**) 1 Men's, FQPL 2 Men's and FQPL 3 -6 Metro as well as National Premier Leagues (**NPL**) Clubs are required to register and participate in the Australia Cup. Failure to comply may result in a club being penalised under the FQ Competition Regulations, Disciplinary Regulations and appropriate By-Laws.
- 1.1.6. The Australia Cup Preliminary Rounds will follow a regionalised seeding based on each Club's 2022 League allocation. Clubs will enter the Australia Cup Preliminary Rounds at the following stages or at FQ sole discretion:
  - a. Round 1 will not be required in the 2022 edition;
  - b. In SEQ All Clubs in FQPL 3 and below as well as Community Leagues will enter the Cup competition in Round Two (2);
  - c. In SEQ FQPL 2 will enter at Round Three (3) of the SEQ Component;
  - d. All Clubs in NPL Men's and FQPL 1 Men will enter at Round Four (4) of the SEQ draw; and
  - e. All Regionally based clubs including but not limited to Far North Queensland, North Queensland, Whitsunday Coast, Central Coast, Wide Bay and Gulf, will play within their region in a knockout format (as stipulated based on nominations), with the winner of Central Coast to play Wide Bay in Round Five (5), and that winner playing the Whitsunday Coast Winner in Round Six (6). The winner of the FNQ v NQ fixture in Round 6, will play the Whitsunday Coast v Central Coast/Wide Bay winner in Round 7 with a regional Queensland club to play in the National Round of 32 format.
  - f. In the situation a Queensland NPL Club becomes National Premier League National Champions from the previous season, the Club may be excluded from the Preliminary Rounds and therefore receive automatic entry into the Australia Cup Final Rounds Round of 32.
- 1.1.7. FQ may amend the seeding of any Club within the draw as it deems necessary.
- 1.1.8. All Fixture winners from each round will proceed to the next Round.
- 1.1.9. All Round draws will be random with no separation of seeds within each round.
- 1.1.10. Where required, a bye will fill any vacant slots in the draw process.
- 1.1.11. The competition progression will be as follows:

- a. **Round 2:** All Clubs outlined in Regulation 1.1.6.b with winners progressing to Round Three (3).
  - b. **Round 3:** All Clubs outlined in Regulation 1.1.6.c plus the winners of all matches outlined in Regulation 1.1.11.a with winners progressing to Round Four (4).
  - c. **Round 4:** All Clubs outlined in Regulation 1.1.6.d plus the winners of all matches outlined in Regulation 1.1.11.b with winners progressing to Round Five (5).
  - d. **Round 5:** Winners of matches outlined in Regulation 1.1.11.d with winners progressing to Round Six (6).
  - e. **Round 6:** Winners of matches outlined in Regulation 1.1.11.d with winners progressing to Round Seven (7).
  - f. **Round 7:** Winners of matches outlined in Regulation 1.1.11.e with winners progressing to the National Australia Cup Round of 32.
- 1.1.12. FQ may alter Competition Fixture dates, venues and/or kick off times and dates as it deems necessary in its sole and absolute discretion.
- 1.1.13. Clubs competing in the Australia Cup must comply with any Football Queensland, Queensland Government, Queensland Health or COVID related requirements as published on the FQ website or stipulated and updated from time to time. As at Round 2 of the 2022 Competition there is no additional requirements that clubs aren't aware of.

## 1.2. Player Eligibility

- 1.2.1. FQ's 2022 Grievance, Discipline and Tribunal By-Law (RELEVANT FQ REGULATIONS) shall apply where a Club fields an Ineligible Player in any Australia Cup Preliminary Round match, or otherwise commits a breach of the National Disciplinary Regulations or Australia Cup Competition Regulations where applicable.
- 1.2.2. To be eligible to participate in the Australia Cup Preliminary Rounds in Queensland, players must be turning at least 16 years (or older) in 2022, thus born in 2006.
- 1.2.3. Any player dispensation requests referred to FQ with evidence or reasoning will be considered by FQ at its sole and absolute discretion.
- 1.2.4. In accordance with the *Australia Cup Competition Regulations*, to be eligible to play in the Australia Cup, players **MUST** be currently registered to their Club in accordance with the National Registration Statutes and Transfer Regulations and must be **ACTIVE** in Play Football prior to taking the field. In addition to the above, the following also applies;
- a. A Player is only eligible to participate with one (1) Club in each season of the Australia Cup. A Player will be deemed to have participated in an Australia Cup Match where they have:
    - i. been listed as a Player on the team sheet for the Australia Cup Match; and
    - ii. played in the Australia Cup Match either as a starting player or as a substitute (noting that this does not include an unused substitute.)
  - b. For an NPL and FQPL 1 Men's Club, the team must comply with the Player Points System.
  - c. For FQPL 2 – 6 clubs, the team must comply with any Visa Player restrictions.
  - d. In the instance a non-NPL or FQPL 1 club qualifies for the National Round of 32 in the Australian Cup, FA may enforce the club to adhere to the NPL PPS Requirements.

### **1.3. Substitution Regulations**

- 1.3.1. For all Preliminary Round fixtures, the following Substitution Rules will apply:
- a. Up to a maximum of five (5) Players (including a goalkeeper) may be replaced at one (1) of three (3) permitted substitution opportunity to make a substitution during amatch, up until the conclusion of normal playing time, time lost or added Time, if played. The replacement Player must be one of the substitutes selected on theStarting List as directed above. For the avoidance of doubt, any:
    - i. Substitutions made during the half-time break will not count towards the three (3)permitted substitution opportunities during a match; and
    - ii. Substitution or substitution opportunities that have not been used at the conclusion of normal playing time or time lost, if played, such unused substitutions and substitution opportunities may be used during Extra time; and
    - iii. One (1) additional (outfield Player or goalkeeper) may be replaced and each team will have one (1) additional substitution opportunity during Extra Time of a match up until the conclusion of Extra Time (whether or not the team had already used the full number of permitted substitutes). The replacement player must be one of the substitutes selected on the Starting list.

### **1.4. Sin Bin**

- 1.4.1. The Sin Bin (utilised in all Amateur competitions in QLD in 2022) is not applicable to the Australia Cup in 2022.

### **1.5. Disciplinary**

- 1.5.1. The 2021/22 Football Queensland Disciplinary Regulations and the National Disciplinary Regulations are applicable to the 2022 Australia Cup competition.

## **2 FIXTURE REQUIREMENTS**

### **2.1. Ground Officials & Team Marshals**

- 2.1.1. The Home Club must provide the number of Officials (Ground Officials) as directed by FQ. Failure to do so may result in disciplinary action.
- 2.1.2. *Ground Officials must;*
- a. be at least 18 years old and provide the Match Official with their name;
  - b. be in a clearly identifiable uniform and visible from the field of play at all times;
  - c. escort the Match Official(s) to and from the Referee Dressing room and the Field of Play at the commencement of the fixture, at half time and at full time; and
  - d. where required, assist the Match Officials(s) to ensure a safe playing environment for all Players, Club Officials and spectators.
- 2.1.3. *Match Officials will not leave their dressing rooms to enter the Field of Play or return to their rooms from the Field of Play until the identifiable Ground Official/s are present.*
- 2.1.4. Both Clubs are also required to identify and delegate a representative to act as a Team Marshal throughout the fixture. Failure to do so may result in disciplinary action.
- 2.1.5. FQ may vary the Ground Official/Security requirements for any Fixture at any time.

## **2.2. Player Strip**

### **2.2.1. Team Strip**

- a. All Clubs must have available a 'Home' and an 'Alternate' playing strip prior to the commencement of that Club's first Australia Cup match in 2022.. The 'Home' Club is the first named Club in the fixture for the purposes of strip allocation for a fixture, irrespective of where the fixture is played.
- b. The Home Club in each Preliminary Round fixture is required to wear their nominated 'Home' playing strip, unless otherwise instructed by FQ.
- c. In the instance of a strip clash between the home and away teams as determined by the Match Official, the away Team is required to provide a sufficient alternate playingstrip, as determined by the Match Official and/or FQ.
- d. A Club may be penalised and a forfeit win awarded to the non-offending Team if a Preliminary Round fixture does not commence due to an inability to resolve a clash ofstrips, and it can be established that such Club or Team did not comply with Rule 2.2.1.c.

## **2.3. Match Balls**

2.3.1. The Home Club shall provide the Match Official with three (3) match balls (size 5) no later than 30 minutes prior to the start of the Australia Cup Preliminary Round Fixture.

2.3.2. All Clubs must use a NIKE licensed match ball as advised by FQ. This can be no less than the Nike Academy Team Elite ball for the 2022 Cup Competition (as advised in FQ communication).

2.3.3. Where directed by FA or FQ, Clubs must use the Official Australia Cup Match Ball. In addition, all Round 7 fixtures must use the Official Australia Cup Match Ball if supplied.

2.3.4. Any breach of the match ball licensing arrangements must be reported to FQ by the Match Official. However, provided both teams participating in the fixture are aware it is not the requisite ball, the fixture is to proceed.

2.3.5. A failure to comply with Regulation 2.3 will result in a penalty as set out in any relevant FQ Regulations.

## **2.4. Results of Match**

2.4.1. Clubs must adhere to the requirements relating to the use of online teamsheets, results, results reporting and match data recording, as prescribed by FQ through FQ Teamsheets. If clubs require support using the system, they are to email or call FQ Competitions.

2.4.2. Clubs must list on the Teamsheet all players taking part in a Competition Fixture and must be submitted online no less than 60 minutes before the commencement of any FQ Competition Fixture. The teamsheet will lock 15 minutes prior to the scheduled kickoff time for the fixture.

2.4.3. If a Club disagrees with any of the details on the Teamsheet prior to the commencement of the fixture, the fixture must still take place as per the fixtured start time.

2.4.4. A Match Official has the discretion to amend a Teamsheet up until half time.

2.4.5. Subject to Rule 2.4.10, a Club may be charged with Misconduct if:

- a. any player listed on the Teamsheet is ineligible in accordance with either these Regulations or any FQ Regulations; or

- b. more than 16 players are listed on the Teamsheet; or
  - c. it fails to list on the Teamsheet the shirt number, FA ID and Name for each player, or adds players to the Teamsheet after submission to the Match Official (and without the Match Official's permission), and shall be processed in accordance with the terms of the RELEVANT FQ REGULATIONS.
- 2.4.6. A representative from each Team must sight the teamsheet at the conclusion of the Competition Fixture and should do so after the appointed Match Official has recorded all outstanding details.
- 2.4.7. If a Club disagrees with any of the details on a teamsheet (either its own or the opposition's), the Club must indicate any disputed information by emailing FQ. Only the following information can be disputed:
- a. Goal Scorers;
  - b. Red and Yellow Cards;
  - c. Final score; or
  - d. Player eligibility
- 2.4.8. Teamsheet Disputes will only be investigated by FQ in the following circumstances:
- a. The Teamsheet and a request to conduct a match investigation is lodged with FQ within 24 hours of the conclusion of the Competition Fixture and;
  - b. The following evidence is submitted by the Club in support of its request for a match investigation:
    - i. Complete Teamsheet
    - ii. Video and/or photographic evidence;
    - iii. Any other information accepted from the Club at the discretion of FQ.
- 2.4.9. FQ may extend or abridge the deadline referred to in Rule 2.4.8.a. at its discretion.
- 2.4.10. FQ reserves the right to amend the Teamsheets and will only be amended if FQ is satisfied that there was no malice or intent to gain an advantage. In this instance, Clubs may not be charged with Misconduct as per Rule 2.4.5 and FQ's decision is final in this regard and is not appealable.
- 2.4.11. Clubs are obliged to participate in Australia Cup Preliminary Round fixtures. Any Club which fails to do so may be penalised as per Regulation 1.1.5. in addition to the following:
- a. The Club will be deemed to have forfeited the fixture and the nomination fee due;
  - b. If notified of Non-Participation by 9.00am seven (7) days prior to the fixture no forfeit fine will apply and;
  - c. if notified of Non-Participation after 9.00am and less than seven (7) prior days to the fixture, a Club may be fined and penalised under the RELEVANT FQ REGULATIONS
- 2.4.12. In the event of forfeit without adequate notification to FQ, the payment of any Match Official Match Fees is entirely (100%) the responsibility of the non-participating Club. The payment will be shared (50%) if both Clubs do not participate in the fixture with both at fault.

## 2.5. Venue Requirements

- 2.5.1. **Home Clubs are required to comply with the relevant licensing criteria and Facilities Standards for the league they compete in, for the 2022 season.**

- 2.5.2. Australia Cup Preliminary Round fixtures may be played on a pitch with a synthetic surface provided it has been constructed and maintained to at least FIFA standard or as otherwise approved by FQ.

## **2.6. Lighting Standards**

- 2.6.1. Clubs wishing to play Preliminary Round fixtures under lights must ensure that the facility lighting complies with [FQ's Football Lighting Guide](#) as published from time to time.

## **2.7. Stretchers/ First Aid**

- 2.7.1. Each Home Club must allocate one (1) stretcher suitable for first aid and emergency use at all Australia Cup Preliminary Round fixtures.
- 2.7.2. Each Home Club must provide a First Aid Kit including, but not limited to:
- a. Band Aids;
  - b. Bandages; and
  - c. Ice Pack (or other available ice)
- 2.7.3. All clubs must have use and possession of a defibrillator that has been maintained and serviced

## **2.8. Hosting of Australia Cup Preliminary Round Fixtures**

- 2.8.1. The Club drawn first and named first on published fixtures will be the Home nominated Club:
- 2.8.2. FQ will utilise Home Club preferences for the regular season to allocate the fixtures accordingly and account for referee, filming and exposure requirements with the following being considered after the draft draw is distributed:
- a. if the Home Club is unable to provide a suitable venue the second named Club of the fixture will be given 48 hours to provide both a venue and kick off preference;
  - b. if any Club provides written confirmation of their inability to host the match prior to the deadlines set in Regulation 2.8, the Clubs forfeit their hosting rights including kickoff preference;
  - c. in the event that neither participating Club can provide a venue, FQ at its sole discretion will provide a venue and allocate a kick off date and time. This shall not be appealable.
- 2.8.3. FQ may alter the deadline for venue and kick off preferences at its sole discretion.

## **2.9. Security & Policing**

- 2.9.1. The Club which hosts a Preliminary Round fixture is responsible for any security and/or police as directed by FQ. Ordinarily this will be wholly the responsibility of the Home listed Club but FQ reserves the right to require any Club involved in a Preliminary Round fixture to meet FQ determined security requirements.
- 2.9.2. All Clubs, players, Match Officials, club members, spectators and Club Officials participating in an Australia Cup match must comply with the FA Code of Conduct and Ethics as well as any other FQ relevant Regulations including but not limited to the FQ Disciplinary Regulations. A breach of any of these Regulations or Codes may result in sanctions and penalties being applied to members, spectators, players, team officials, teams or clubs and can apply to the Australia Cup as well as the league the team/club is participating in, in the 2022 season.



### 3 FIXTURE AND SCHEDULING DETAILS

#### 3.1. Admittance to Preliminary Round Fixtures

##### 3.1.1. Conditions of Entry to Venues

- a. FQ's and FA's conditions of entry to venues apply to all matches in the Preliminary Rounds. Each hosting Club shall display those conditions at each entry point to the venue.

#### 3.2. Filming of Australia Cup Fixtures (or Photograph)

- 3.2.1. Filming of any Australia Cup Preliminary Round fixture is at the discretion of FQ and appropriate filming arrangements will be arranged. If a club wishes to film their Australia Cup Preliminary Rounds fixture they will be required to submit a written application to [marketing@footballqueensland.com.au](mailto:marketing@footballqueensland.com.au).
- 3.2.2. Photographers of Australia Cup fixtures must also comply with the FQ Media and Marketing Guidelines as well as applied to FQ for appropriate accreditation.

#### 3.3. Match Official Fees

- 3.3.1. Australia Cup Preliminary Round Match Officials fees outlined below in Table 3.2 will apply but are subject to change at any time:

##### 3.3.1a Match Official Fees for Preliminary Round Fixtures

Round	Referee	Assistant Referee 1	Assistant Referee 2
Round 2	\$110	\$55	\$55
Round 3	\$130	\$65	\$65
Round 4 & 5	\$150	\$75	\$75
Round 6	\$180	\$90	\$90
Round 7	\$200	\$100	\$100

- 3.3.2. Match Officials fees are to be distributed evenly 50/50 between each team in the relevant Round fixture the Australia Cup in 2022.

#### 3.4. Fixture Time and Playing Days

- 3.4.1. Australia Cup Preliminary Qualifying, Round 2, 3, 4, 5 and 7 fixtures will be played on either: Friday, Saturday or Sunday, although FQ may schedule Australia Cup Preliminary Round fixtures on other days as it deems necessary, or otherwise agreed by clubs.
- 3.4.2. Friday night Australia Cup Preliminary Round fixtures may not kick off earlier than 7:00PM or later than 8:45PM, unless the Australia Cup Preliminary Round fixture has been rescheduled according to Rule 3.4 or as otherwise determined by FQ.
- 3.4.3. Australia Cup Preliminary Round fixtures cannot be scheduled for a Friday or Monday night if the distance between the home venues of the two (2) Clubs exceeds 100km, unless upon written agreement of the two (2) Clubs, or otherwise determined by FQ i.e. mid-week Rounds 6.
- 3.4.4. Australia Cup Preliminary Round fixtures may not kick off earlier than 2:00PM or later than 8:45PM, unless either fixture has been rescheduled according to Rule 3.4, or as otherwise scheduled by FQ.

- 3.4.5. Fixtures may be played on alternate days and times at the discretion of FQ who reserves the right to do so, or with the written consent of both competing Clubs providing it does not negatively impact the draw or future rounds or as determined by FQ.
- 3.4.6. Where possible, each Round 7 fixture will be scheduled on a separate date. The scheduling of Round 7 fixtures is at the absolute and sole discretion of FQ.

### **3.5. Abandoned Competitions Fixtures**

- 3.5.1. Clubs are required to adhere to the FQ Wet Weather Policy and Process and can only cancel an Australia Cup fixture in the event of inclement weather if;
  - a. The club has notified Football Queensland more than 3 hours prior to the scheduled fixture
  - b. The Local Government Area Council has closed their fields
  - c. Photographic evidence is provided
- 3.5.2. Within 3 hours of the scheduled kickoff time, Competition Fixtures may only be abandoned by a decision of the Match Official.
- 3.5.3. The Competition Fixture may be abandoned for any, but not limited to, the following reasons:
  - a. Any Team has its playing numbers reduced for any reason below the minimum IFAB requirement of seven (7) players;
  - b. The lighting at the venue fails such that in the opinion of the Match Official it is impossible or unsafe to continue to play;
  - c. the Match Official determines that playing conditions have become unsafe or untenable for any reason.
  - d. the Match Official, in consultation with security staff and ground marshals where applicable, determines that the conditions for players, coaches, Match Officials or supporters have become unsafe or untenable for any reason;
  - e. One or both of the Teams is not ready to commence the Competition Fixture within 15 minutes of the scheduled kick-off time; or
  - f. In accordance with Rule 3.6.

- 3.5.4. If a Competition Fixture is abandoned due to a matter set out in Rule 3.4.2, FQ may determine one of the following outcomes of the Competition Fixture at its absolute and sole discretion:
- a. If 60 minutes or more of Normal Time (playing time) of a Competition Fixture has been played then the score at the time of abandonment may stand. 'Played' in the context of this Rule will be determined by FQ with reference to the Match Official.
  - b. If a competition fixture has been abandoned prior to sixty (60) minutes of playing time elapsing of a competition fixture, FQ may determine one of the following;
  - c. Competition Fixture to be replayed in full.
  - d. Competition Fixture to be replayed from the time at which the original Competition Fixture was abandoned. In the event a Competition Fixture is replayed in accordance with this Rule:
    - (i) The score at the time of the abandonment remains the score at the time the Competition Fixture recommences; and
    - (ii) Only players listed on the Teamsheet for the initial Competition Fixture between the two sides will be eligible to compete in the recommenced Competition Fixture, unless FQ determines that additional players are eligible (for example, in the case of player injury or availability); and
    - (iii) FQ will determine what, if any, further substitutions are allowed by each Team during the recommenced Competition Fixture, giving consideration to the number of substitutions made in the Competition Fixture before it was originally abandoned (including which players may take the Field of Play or be substituted on).
- 3.5.5. When a Competition Fixture is abandoned:
- a. after commencement of the Competition Fixture, all Match Officials are entitled to receive 100% of their normal match fee; or
  - b. prior to commencement of the Competition Fixture, all Match Officials are entitled to receive 50% of their normal match fee if the Match Official(s) were present at the venue when the Competition Fixture was due to commence.
- 3.5.6. Match Officials may not claim more than one (1) postponed match fee from one venue on one day.
- 3.5.7. If a Competition Fixture is abandoned by the Match Official, both the Match Official and the Home Club must notify FQ by the following working day that the Competition Fixture has been abandoned.

### **3.6. Postponed/Rescheduled Competitions Fixtures**

- 3.1.1. Competition Fixtures may only be postponed or rescheduled with the approval of FQ Competitions staff.
- 3.1.2. FQ may reschedule Competition Fixtures at its discretion. In exercising that discretion, FQ:
  - a. Will take into consideration all relevant circumstances including but not limited to league fixtures, league calendars and the scheduling of future Cup Fixtures.
- 3.1.3. FQ will determine the new time and date for the playing of a postponed/rescheduled Competition Fixture. Such decision is not open to appeal or review. Clubs are obliged to fulfill any postponed or rescheduled Competition Fixture as determined by FQ and any Club which fails to do so will automatically forfeit the Competition Fixture and may face penalty under the relevant FQ Regulations.
- 3.1.4. Any postponed or abandoned Competition Fixture that requires rescheduling will be rescheduled at the earliest possible date while taking in consideration the next scheduled Australia Cup Round or as determined by FQ.
- 3.1.5. Any Competition Fixture scheduled by FQ to be replayed must be completed by no later than 48 hours prior to the next scheduled Australia Cup Round or unless otherwise approved or directed by FQ in writing.
- 3.1.6. Any Club Member or Club who attempts to rearrange a Competition Fixture or requesting the appointment of Match Officials outside the set kick-off time or date will be subject to Misconduct under the relevant FQ regulations. FQ may also record the final score of any such Competition Fixture as a 'No Result'.

### **3.7. Weather Conditions**

- 3.1.7. FQ and/or the Match Official may delay or abandon any Competition Fixture due to weather, pitch conditions such as but not limited to excessive heat/humidity, lightning or rain that may endanger participants health and/or safety. Refer to [FQ Heat Policy](#) and Wet Weather/[Lightning Policy](#) as needed.

Heading	Requirement
<b>Section 1 – Field of Play &amp; Environment</b>	
General	The Field of Play and related equipment including goals and corner flags must be compliant with the Laws of the Game.
Pitch Size	Length - Minimum 96 metres, maximum 105 metres Width - Minimum 60 metres, maximum 74 metres
Run Offs	A minimum runoff area of 3 metres to any tripping hazard or solid obstruction, including fences and Team benches, must be provided.
Goals	<p>Goalposts and nets must be in accordance with the Laws of the Game.</p> <p>The goalposts and crossbar must be made of metal or other approved material.</p> <p>They may be square, rectangular, round or elliptical in shape and must not be dangerous to players.</p> <p>The distance between the posts is 7.32 m and the distance from the lower edge of the crossbar to the ground is 2.44 m.</p> <p>Both goalposts and the crossbar have the same width and depth, which do not exceed 12 cm.</p> <p>The goalposts and crossbars must be white.</p> <p>Goals must have nets which must be secured effectively to the posts and ground to ensure the ball is trapped. The nets must be pulled back to allow sufficient safe space within the goal space.</p> <p>Permanent and semi-permanent goals must conform to Australian Standard AS 4866.1-2007 - Playing field equipment- Soccer goals Part I: Safety aspects and be properly installed and secured.</p> <p>Movable goals must be compliant with the Australian Competition and Consumer Commission's Consumer Protection Notice No.28 of 2010.</p> <p>Goals must not have sharp edges protruding that may cause injury.</p>

## Section 1 – Field of Play & Environment Cont.

Corner Posts and Flags	<p>Corner posts and flags must be in accordance with the Laws of the Game. Posts must not be metal or spring loaded. They must be plastic or wood and stand a minimum of 1.5 metres above the ground with a non-pointed top. Corner flags must not feature nationalistic emblems or reference.</p>
Pitch Surface	<p>The field of play must be safe and even without trip hazards.</p> <p>If a hard-based cricket wicket is present on the field of play it must be covered with soil or be of a material similar to grass.</p> <p>The edges of the wicket must not protrude from the ground or in any way cause a tripping hazard. The field of play must be configured so that the hard cricket wicket is not located within the penalty area.</p>
Pitch Surface - Synthetic	<p>Matches may be played on a pitch with a synthetic surface provided it has been constructed and maintained to at least FIFA I star standard or as otherwise approved by FQ.</p>
Line Markings	<p>The playing pitch must be marked in accordance with Law 1. However, Matches may be played on fields with extraneous markings provided approval has been sought from FQ with specific regard to the number of, and colour of, any marking not outlined in Law 1.</p>
Line Marking Products	<p>Only products such as agricultural limestone or water based spray paint or other similar material which will not endanger ground users or damage turf grasses may be used for line marking.</p> <p>Lime, Herbicides and other products such as 'Round Up' that are harmful to a person's health can cause damage to the playing surface are not to be used under any circumstances.</p>
Stretcher	<p>One stretcher suitable for first aid and emergency use must be placed at the half way line prior to the commencement of each Match. The stretcher must remain inside the barrier/fence, in a safe and accessible position to first aid staff, for the duration of the Match.</p> <p>Wooden or canvas stretchers are not suitable. One stretcher may not be allocated to two pitches at any one time.</p>
Pitch Fence	<p>Where a pitch fence is not in place at least a rope or bunting around the pitch at a height of around 1 metre and a minimum 3 metres in distance from the side lines and goal lines must be in place to provide a clear indication of segregation of the playing area.</p>

## Section 1 – Field of Play & Environment Cont.

Technical Area	<p>A Technical Area must be marked for each Team on the same side of the field and on opposite sides of the half way line.</p> <p>It must be located no closer than 7 metres and no greater than 20 metres from the halfway line.</p> <p>The technical area extends 1 m on either side of the designated seated area and extends forward up to a distance no closer than of 1 m from the touch line. A Technical Area must be in accordance with the Laws of the Game.</p>
Technical Area	The technical area must be marked in accordance with the line marking requirements in 1.7.2.
Technical Area	The technical area may be marked by crushable cones. If marked by lines they must be in accordance with the line marking requirements in 1.7.2.
Technical Benches	Two covered Team benches or equivalent seating with adequate seating for nine (9) people must be provided.

## Section 2 – Player & Official Amenities

Players Change Rooms	<p>Two players' lockable dressing rooms must be provided for each pitch in use. Each room must have access to hot and cold showers and to toilet facilities within the building structure.</p> <p>Recommended size for senior dressing rooms, excluding required shower and toilet area, is 25m<sup>2</sup>.</p>
Match Officials Change Rooms	Match Officials must have exclusive access to a lockable dressing room. The Match Officials room must be accessible without passing through any players' change room which is in use.
Match Officials Change Rooms	Recommended size for Match Officials rooms, including required shower and toilet area, is 20m <sup>2</sup> . The room must contain a writing desk or bench and chair and have access within the building to a toilet and shower providing hot and cold water.
First Aid	A first aid area, which can be made private by the use of curtains, screens or similar and providing basic first aid equipment all of which must be kept clean and sterile.

### Section 3 – Spectator Amenities

Public Toilets

Access to male and female public toilets (or suitable unisex/family toilets) must be provided. These may be shared with player toilets.

### Section 4 – Operations

Access

The venue must be accessible by emergency services vehicles.



