

# • FNQ U16/17 COMPETITION RULES AND PENALTIES 2008

## GENERAL

1. There are no longer "Youth" and "Colts" competitions in FNQ they have been replaced by the FNQ U16/17 competition which is governed by these rules. Any mention of "Youth" in the FNQ premier League Rules or "Colts" in the CDSA competitive rules are superseded by these rules. The U16/17 management committee will adjudicate on any matters not covered by these rules.
2. The competition will be run under a joint management committee from Zone and CDSA.
3. All matches shall be played under the laws of the game as laid down by **FIFA**.
4. Players can be substituted on an interchange basis at the halfway line only with the permission of the referee. Interchange in the last five minutes of play will not be allowed, except for injuries at the discretion of the referee. All interchanges are to take place when the ball is out of play, at the centre line with the run off player to be off the field before the run on player enters the field.
5. Points are awarded: (3) for a win (1) for a draw and (0) for a loss. Results table will be posted at the CDSA office each week & on both the CDSA and FNQ website when available.
6. **REGISTRATIONS:**  
All players must be registered with the CDSA or FNQ before playing in the competition.  
All U16/17/2 players must be registered with CDSA.  
All CDSA U15 registered players also playing in the U16/17/1 competition must be registered for both competitions using the relevant form. Player assessment must be in place 1 week prior to the player playing.  
Any U16/17 player wishing to play in a higher division must be assessed on the correct paperwork.  
Any U15 player assessed to play in the FNQ Premier divisions may not register as an U15 player with CDSA. They must register as an U16/17 Player.  
The transfer of the registration of player(s) from one team to another within his/her Club shall only be permitted at the discretion of the management committee and the player must remain in that team for a minimum of 5 weeks. No transfers will be allowed after **30th June**. The transfer is to be in writing with the Management Committee within seven (7) days or one (1) fixture game's notice.
7. Players must legibly sign the team sheet. It must be handed to the referee or person officiating the game prior to the start of the game. If a player is late for a game he/she may sign on arrival as long as his/her name is on the team sheet prior to the game commencing.
8. If a players name is not on the team sheet he/she must not take the park.
9. A player receiving a red card during a game, can take no part in any further fixtures that weekend and will be suspended until after the next scheduled fixture of that grade in which he received the red card. The club shall be notified of any further sanction that requires more that the mandatory 1 game suspension together with the period of suspension.
10. **Postponed Fixtures** - the management committee may under exceptional circumstances postpone fixtures.
11. **Rescheduling fixtures** - If a team has 3 or more players away on representative soccer (rep, zone and school) they have the right to reschedule their game but it must be played before the date of the original fixture. To reschedule the game the management committee must be contacted at least two weeks before the scheduled date with the names of players away before any discussion with the opposing team. If a mutually agreeable time cannot be agreed on the registrar will set a date and time. **Any other reasons for rescheduling must be approved first by the management committee and then the opposition can be asked, however they have the right to refuse.**
12. If no referee is in attendance on your field 5 minutes prior to kick-off each coach must be prepared to referee half a game each with the home team coach taking the first half.
13. The home team (listed first on the draw) is responsible for providing a match ball. The ball must be of the correct size for age play and pumped up to the required level in plenty of time prior to the game commencing. We recommend all coaches have match balls at every game.

14. Any special exemptions to these rules must be applied for in writing to the management committee at least 7 days prior to requirement.
15. Queries on any matter concerning the U16/17 Competition should be directed to [admin@fnqfootball.com.au](mailto:admin@fnqfootball.com.au) .

## Under 17 First Division

1. Team sheets: FNQ Premier League team sheets must be used and filled in accordingly. If a player is not played in the game please indicate this with DNP next to the player's name.
2. U16/17/ division 2 registered players are eligible to play in U16/17/ division 1 fixtures an unlimited number of times during the season.
3. U15 players may only be borrowed a maximum of 3 times. After this they will have to transfer to the U16/17/1 team for a minimum of 5 weeks.
4. A player who takes the field in a FNQ Premier (1<sup>st</sup> Grade) fixture, is not eligible to play in the next scheduled fixture of the U16/17 competition.
5. If an Under 17 Player takes the field in five premier fixtures throughout the season (including finals) they are ineligible to play again in the U16/17 Competition.
6. FINALS:
  - a. Players must have participated in five fixture games to be eligible to play in the finals series.
  - b. The Grand final Series shall be contested between the top four (4) placed teams of each division at the end of the Premiership competition. If teams are equal on points the positions will be determined by the results of the games between these teams. If this does not result in a decision play off games will be necessary. Goal difference will play **NO** part in the placings.

## Under 17 Second Division

1. No more than eighteen (18) players can be registered in a Division 2 team.
2. Team sheets: The collection and return of the printed CDSA team sheet is the manager's responsibility. The manager is required to collect team sheet from the office and fill them in correctly before each game. If there is a dispute or injury the team sheet will be used in decisions made by the management committee.
3. U16/17/1 registered players may not play in an U16/17/2 fixture.
4. If a team cannot field 7 players registered with that team the match will be forfeited
5. Borrowing Players: Where clubs have 2 teams in this division, the higher ranked team, according the current standings, may borrow up to 6 players from the lower ranked team when they have 11 or less players available for the fixture, with no more than 15 players listed on the team sheet.
6. U15 players may only be borrowed a maximum of 3 times. After this they will have to transfer to the U16/17/2 team fro a minimum of 5 weeks.
7. No more than eighteen (18) players can be registered in a Division 2 team.
8. FINALS:
  - a. Players must have participated in five fixture games to be eligible to play in the finals series.
  - b. The Grand final Series shall be contested between the top four (4) placed teams of each division at the end of the Premiership competition. If teams are equal on points and goal difference the positions will be determined by the results of the games between these teams. If this does not result in a decision play off games will be necessary.