



RTO Handbook 2016

Non-Competition

St. George Football Association Incorporated (**SGFA**)

This RTO Handbook is intended as a guide only.

Any issues arising out of any match should be raised immediately at Club level before being escalated to the Association.

All rulings will be made in accordance with the Constitution and By-Laws of the St. George Football Association, copies of which can be found on the SGFA website:

www.sgfa.com.au

Updated: 30 March 2016

1. Operations

1.1 Pre-Match Duties

Each team is to provide a Ground Official at all games to ensure the Association By- Laws and competition rules are adhered to. The Ground Official will be easily identified by an officials vest.

1.2 Registered Team Official (RTO)

At least one (1) Registered Team Official (RTO) is to be present at each match.

1.3 Match Sheets

- Match Sheets will be issued to the 6, 7, 8, 9, 10, 11's to record the names of the players, ground, time and game e.g. Bear (1) vs. Bear (3) and the referees name.
- No points are awarded to the 6, 7, 8, 9, 10, 11 games as these games are non- competition and are not recorded.

Note:

The Original completed Match Sheets are to be dropped into the SGFA Office by 9:00am on the Monday following the day of the Match.

1.4 ID Cards

- RTO's are to check the opposition teams ID CARDS including substitutions, in the centre of the field FIVE (5) minutes before kick-off.
- The RTO's ID Card is to be handed to the Referee together with the completed Non-Competition Match Sheet and Referees Fees (see Schedule 1)
- The Referee will retain RTO's ID Card until the end of the match (it is the RTO's responsibility to make sure he/ she collects the card after the game). Charges apply to replace lost ID Cards.

Any Player/s or Team/s that do not have ID Cards, are not permitted to play

No Card = No Play

1.5 Match Duties

- A match ball is to be supplied by each team.
- In all competition matches the following ball sizes as approved by FIFA shall be used:
 - Under 6 / 7 / 8 / 9 No. 3 Ball – not less than 560mm (22 inches)
 - Under 10/11 No. 4 Ball – not less than (25 inches)
- Only one (1) RTO is permitted inside the roped area during the game.
- The RTO nominated at the beginning of the match is the only person who will be allowed on the field if a player is injured.
- The RTO must not enter the Field of Play until signaled to do so by the Referee/Game Official
- The opposing RTO is to check any substitutes as they enter the field of play at the halfway line.
- Substitute/ Interchange players will enter the field of play from the halfway line.
- The Referee/Assistant Referee will check the player's equipment.

1.6 Post-Match Duties

- At the conclusion of the game the Referee and RTO's will complete the match sheets.
- The RTO is to sign the match sheet.
- Any irregularities on ID cards are to be reported to the referee and noted on the match sheet.

2. Competition Rules

2.1 Laws of Game (refer By Law Part 1, Clause 1)

All matches played under the auspices of the Association shall be played according to the laws of football as laid down by FIFA except to the extent that such laws are varied by these competition rules and/or by any binding decision of the Football New South Wales or any other body as appropriate as the Association may from time to time determine.

2.2 Modified Games - MiniRoos Under 6 - 11 Age Grade (refer By Law Part 2, Clause 25)

Shall be known as MiniRoos and will be as stated in FFA's guidelines.

- a) The rules of MiniRoos shall be separate from other Association Competitions.
- b) The decisions of the Competition Secretary relating to MiniRoos shall be final. No correspondence will be heard.
- c) MiniRoos is non-competitive with no points awarded and no final series.

2.3 Rules of Modified Games – MiniRoos (refer By Law Part 6, Clause 3)

The rules for the Under 6 to 11 games will be as stated in the MiniRoos Games Guidelines as published by FFA.

- a) Under 6's and 7's will be permitted to play up into and including the Under 8's.
- b) Under 8's will be permitted to play up into the U9's only when that team has less than 9 players.
- c) Under 9's will be permitted to play up into U10's only when that team has less than 9 players.
- d) Under 10's will be permitted to play up into U11's only when that team has less than 9 players.
Note: For U10 and 11 Girls please refer to Schedule 3 – Females Playing up Rules.
- e) All Clubs must assess all players and teams registering to play MiniRoos at the beginning of the season and classify each player and team into one of the following groups:
 - Beginner
 - Intermediate
 - Advance
- f) The Competition Secretary will use these classifications to group like teams together when preparing the schedule of games for the season for each MiniRoos age group.
- g) Once the Draw is published there will be no re-classification of any MiniRoos teams.
- h) Under 10's and 11's will play on modified fields with 9-a-side, with a maximum of 4 substitutes.
- i) Goal sizes and field dimensions are to be generally in accordance with the FFA's Laws of Small Sided Football.

Note: An exception exist to re-classify U6 only non-competition teams after round 7 if winning by more than 6-0 will allow for the change to commence in round 9.

2.4 Duration of Matches (refer to By Law)

Also refer Schedule 1 below.

- Duration of matches for each age division is shown below
 - All matches are to be of two (2) equal halves.
 - The half time break is not to exceed 5 minutes.
- The duration of games shall be as follows:

6 and 7 year old	30 minutes
8 and 9 year old	40 minutes
10 and 10/11 Girls	50 minutes

- If a team fails to take the field within five (5) minutes after the appointed kick-off time and the opposing team is ready to play the game will not be played.
- A match may be played where each team is able to field at least:
 - Four (4) eligible players at the commencement of play in age groups 6 and 7
 - Five (5) eligible players at the commencement of play in age groups 8 and 9.
 - Six (6) eligible players at the commencement of play in age group 10 and 11

Schedule 1 - Game Times, Ball Size, Interchange & Referee Fees

TEAMS	Game Times	Ball Size	Interchange	Fees Per Team
6's and 7's	30 mins	3	I (3 max)	\$6.00
8's and 9's	40 mins	3	I (3 max)	\$8.00
10's and 11's + Girls	50 mins	4	I (4 max)	\$10.00

Schedule 2 – 2016 Fine Schedule

The Association's affiliated Clubs have agreed a list of financial fines to be applied for specific breaches by a member Club of the Association Constitution rules and/ or By-Laws. The offending Club will be invoiced for any breach referring to the relevant clause applicable.

Note apart from the financial fines applicable there may also be other penalties that may apply eg. Suspensions, loss of points, relegation, etc

By-Law Clause	Details/ Reference	Fine Amount \$
Part 1 – clause 7.b.	Late payment of 1 st installment of registration fees	\$100.00*
Part 1 – clause 11.a. iii)	Match fees – fine for forfeit 36 hours or less	\$50.00
Part 1 – clause 11.a. iv)	Match fees – fine for forfeit in last 4 matches of season	\$200 per match
Part 1 – clause 11.a. vii)	Match fees – fine for withdraw from competition before season commences.	\$150.00
Part 1 – clause 11.a. viii)	Match fees – fine for withdraw from competition after season commences.	\$350.00
Part 1 – clause 11.b. iii)	Terms of Payment – failure to pay any installment by due date.	\$100.00 *
Part 2 – clause 1.d.	Withdrawal of a team after competition is established	\$350.00
Part 2 – clause 3.k.	Registration – replacement of lost ID card	\$25.00
Part 2 – clause 24.a.	Perpetual Trophies – failure to return trophies on time - failure to return trophies - lost	\$250.00 \$500.00
Part 2 – clause 29.	General Meeting and Meeting of Delegates – failure for at least one delegate to attend	\$100.00
Part 3 – clause 6.b.	Forfeited Matches – failing to play a scheduled match	\$100.00
Part 3 – clause 10.	Match Ball – team not providing a suitable ball at commencement of game.	\$20.00
Part 3 – clause 11.c)	Players' Equipment – for U11 and over - players numbers missing from Team Sheet	\$5.00 per match sheet
Part 3 – clause 13.f)	Team Sheets – teams failing to produce ID cards prior to commencement of a match causing game to be forfeited.	\$100.00
Part 3 – clause 13. i)	Failure to surrender ID Card of player sent off to referee at completion of game.	\$60.00
Part 3 – clause 14.	Players Temporarily Playing Up – failure to record age grade against players name	\$10.00 per match sheet
Part 3 – clause 17.b.ii.	Playing Ineligible Players – fielding a player deemed ineligible	\$100.00
Part 3 – clause 18.c.v.	Change of Players – altering a Team Sheet after Referee signs off	\$100.00
Part 3 – clause 22.	Team Sheets – failure to submit team sheet by the nominated time to Association	\$25.00
Part 3 – clause 22.	Team Sheets – unsatisfactorily completed team sheet	\$25.00 per team
Part 4A – clause 1. and Part B – clause 11.	Reports – failure of a Club to submit any reports requested by the Association, the Judiciary Committee, and/ or the GPT	\$50.00
Part 4 – clause 10.i)	Match Cautions – penalty to the Club for playing any player whilst suspended	\$200.00

Schedule 3 – Female Player Borrowing Rules

Age Group Requiring Player/s	U11 (Mixed)	U10/U11G	12G	13G	14G	16GAB	15/16GC	PWL	AAWA	AAWB	AAWC
12 Girls	Must have turned 10	Must have turned 11	X	X	X	X	X	X	X	X	X
13 Girls	Must have turned 11	Must have turned 11	Must have turned 11	X	X	X	X	X	X	X	X
14 Girls	X	X	Must be turning 12 in 2016	Must have turned 12 or turning 13 in 2016	X	X	X	X	X	X	X
15/16GAB	X	X	X	X	Must have turned 13 or turning 14 in 2016	X	X	X	X	X	X
15/16GC	X	X	X	X	Must have turned 13 or turning 14 in 2016	X	X	X	X	X	X
PWL	X	X	X	X	X	Must be turning 16 in 2016	X	X			
AAW (A)	X	X	X	X	X	Must be turning 16 in 2016	Must be turning 16 in 2016	X	X		
AAW (B)	X	X	X	X	X	Must be turning 16 in 2016	Must be turning 16 in 2016	X	X	X	
AAW (C)	X	X	X	X	X	X	Must be turning 16 in 2016	X	X	X	X

X Indicates player/s **ARE** eligible to play in age and grade, subject to age conditions noted.

Indicates player/s are **NOT** eligible to play in age and grade noted

