



*Albany Junior
Soccer Association*

JUNIOR RULES OF COMPETITION

(2020 amendments)

ALBANY JUNIOR SOCCER ASSOCIATION
JUNIOR RULES OF COMPETITION
(2020 amendments)

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SECTION 1. INTRODUCTION

1. These rules shall apply to all teams from Under 12 to Under 18.
2. All AJSA fixtures from under 13 up are played under FIFA laws of the game, unless otherwise specified in AJSA Rules of Competition, in such case, local rules will apply.
3. Under 12 fixtures are played under Football Australia MiniRoos laws of the game unless otherwise specified in AJSA Rules of Competition, in such case, local rules will apply.
4. If a rule or regulation is not included in this document or other AJSA regulations or policies, AJSA will determine any such occurrence and post any amendment to the rules or regulations resulting from any determination to the club delegates.
5. The terminology of “juniors” in the context of the Junior League Rules relates to all participants in Under 12 to Under 18 competitions.
6. For the purposes of these regulations:
 - FIFA means Federation Internationale de Football Associations.
 - FFA means Football Federation Australia
 - MiniRoos means FFA MiniRoos
 - AJSA means Albany Junior Soccer Association.
 - Clubs refers to AJSA Affiliated Clubs.
7. AJSA includes, but is not limited to its competition procedures, competition team, committees and sub-committees.
8. Email may be used as a legitimate form of “in Writing” communications. It is the responsibility of delegates and executive members to provide an email address for such communications.

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SECTION 2. RULES OF COMPETITION

1. FIELD REQUIREMENTS

- 1.1. Under 13 and older age groups play on a full sized pitch, with full sized goals in accordance with FIFA regulations:
 - 1.1.1. Pitch size: minimum size 90m x 45m and maximum size 120m x 90m
 - 1.1.2. Under 12 play on smaller pitch, with goals 5m x 2m in accordance with MiniRoos regulations:
 - 1.1.3. Pitch size: minimum size 60m x 40m and maximum size 70m x 50m
- 1.2. All matches are to be played at North Road Soccer grounds, Centennial Oval, ALAC pitches on North Road, Denmark High School or Mount Barker. Other venues may be available, in which case, adequate notice (72 hours) will be given, where possible.
- 1.3. All ground markings shall be in accordance with FIFA regulations or MiniRoos and shall be clearly visible, with exception of marking the coach's technical area, which is not compulsory.
- 1.4. Where another sports pitch is marked out, the football pitch shall be clearly distinguishable from the other. It is the responsibility of the Grounds sub-committee to ensure correct markings.
- 1.5. The interchange area shall be marked by a line, one (1) metre either side of the optional halfway flag, i.e. a two (2) metre wide area. The interchange players will only be permitted through this area.
- 1.6. Duty clubs are responsible for putting up and removing goal nets and corner flags on all pitches.
 - 1.6.1. Clubs hosting "off-site" games, (e.g. Denmark & Mount Barker), are to ensure that pitches are correctly marked and nets placed on goals for home games
- 1.7. Prior to the commencement of playing on each match day, all training and playing surfaces should be inspected for and cleared of obvious hazards.
- 1.8. No person shall be allowed within the area directly behind the goal while the match is in play for player safety and duty of care issues. This no-go area is defined as all of the area within an imaginary arc created by drawing a semi-circle extending out from both corners at either end of the goal box and not incorporated in any other pitch that is being utilised at that moment. The referee should ensure that this is enforced during matches, treating people in this area as hazards and clearing the area of any hazards.
- 1.9. Should the pitch, equipment, or markings be deemed unsuitable by an official referee and unable to be rectified immediately, the match shall be moved to a vacant pitch (if available) or postponed and rescheduled by the Registrar.

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- 1.10. In the event of a complete round being cancelled (generally waterlogged pitches) the round may or may not be rescheduled. This will be at the discretion of the Registrar and subject to consent from opposing teams
- 1.11. Sufficient pitches are provided by the AJSA to ensure that kick-off times occur as scheduled.

2. EQUIPMENT REQUIREMENTS

- 2.1. The AJSA will endeavour to ensure that all goalposts shall be the correct size in accordance with FIFA regulations and must be managed in accordance with guidelines set out from time to time by AJSA and Football West. Goals not complying with FIFA regulations will progressively be replaced by the AJSA.
- 2.2. Notwithstanding Clause 2.1 above, goalposts must be secured to the grounds surface in accordance with regulations as stipulated by the relevant local authority or owner of the ground.
- 2.3. The match ball(s) shall be supplied by the AJSA. In the event of a ball not being available the home or first mentioned team shall supply the match ball and shall be according to the following scales:
 - 2.3.1. Under 12 and 13: Size 4
 - 2.3.2. Under 14 and upwards: Size 5
- 2.4. In all matches, where there is a clash of colours, the home (or first-mentioned team) will change. (Bibs are available at the clubrooms and must be returned at the conclusion of the game).
- 2.5. Subject to clause 2.4, players in all matches must appear in the Club's registered colours.
- 2.6. The uniform shall consist of a uniquely numbered shirt with sleeves (with Arabic numbers placed on the back of the shirts and clearly distinguishable from a reasonable distance), shorts, appropriate footwear and shin guards, in accordance with the "laws of the game". In the case of a player or players infringing these rules, the referee shall have the power to order the offending player or players from the field to rectify their uniform or footwear.
- 2.7. Uniforms must comply with AJSA guidelines concerning sponsors. Refer to Section 3, Clause 1 and By-Laws Section 2, Clause 2.9 – 2.10.
- 2.8. Players may play in short 'skins' or compression garments, which may be visible below the length of their shorts. They may not play in full length 'skins'. The 'skins' do not need to match the colour of the shorts.
- 2.9. Goalkeepers must appear in a different colour to those registered by the Clubs competing.

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3. DURATION OF MATCHES

- 3.1. AJSA shall determine the starting time of all Under 12 to Under 18 matches.
- 3.2. Duration of matches are:
 - 3.2.1. Under 12 & 13: 25 minutes each way
 - 3.2.2. Under 14: 30 minutes each way
 - 3.2.3. Under 15 & 16: 35 minutes each way
 - 3.2.4. Under 17 & 18: 40 minutes each way
- 3.3. The half time interval shall be 5 minutes for all age groups
- 3.4. A match is started by a kick off from the centre mark.
- 3.5. The team winning the toss of a coin shall decide which goal it shall attack in the first half and the team losing the coin toss shall take the first kick off.
- 3.6. Following half time, the match is restarted with teams changing ends and the kick off being taken by the side that did not start the match.
- 3.7. There shall be no time added for injuries in any Under 12 and upwards match unless the Referee in his/her discretion allows extra time due to the seriousness of the injury that has occurred and by informing both team coaches time has been added on.
- 3.8. In the event of a match starting late, the referee shall reduce the total playing time by the number of the minutes that the match is late, and divided the balance of playing time into two (2) equal halves.
 - 3.8.1. In the case of a match that does not start within fifteen (15) minutes of the scheduled kick-off time, refer to Section 2, Clause 10

4. PLAYERS

- 4.1. A player is only eligible to participate in a match where their registration has been passed by the Registrar.
- 4.2. The number of players shall provide for optimum involvement and development:
 - 4.2.1. Only 11 players are permitted to be on the field for one team at any given time in under 13 up.
 - 4.2.1.1. Only 9 players are permitted to be on the field for one team at any given time in under 12.
 - 4.2.2. A maximum of four (4) interchangeable substitutes are permitted to be used in any Under 12 to Under 18 match. Substituted players may take the field again in the same match.

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- 4.2.3. It is a requirement that barring injury or fatigue, all players taking part in an AJSA League or Cup scheduled match (but not necessarily Country Week or Academy) will play a minimum of half that match.
- 4.2.4. No team or squad in any age group from Under 13 up shall have more than a total of 15 registered players.
- 4.2.4.1. No team or squad in under 12 shall have anymore than 13 registered players.
- 4.2.5. No Albany based independent / Non-school based Club can field an Under 12 or younger team.
- 4.2.6. Players playing in Cup Matches must comply with Section 2, clause 5.4 (5.4.1). Failure to do so will result in team elimination from the Cup Knockout Competition.
- 4.3. A player taking the field of play shall not wear or carry on to the field any item that is dangerous to themselves or to any other player, including jewellery of any type. This includes watches, anti-discrimination bands, leather necklaces and any other loose wristband.
- 4.3.1. Referees are required to adhere to the National Policy with regards to jewellery.
- 4.3.2. The “taping” of jewellery is no longer allowed (this includes studs and earrings).
- 4.3.3. Sweatbands may be worn
- 4.3.4. Medical Alert bracelets may be worn, but should be taped down with the Alert Screen remaining uncovered. Every effort should be made too ensure the Medical Alert bracelet is constructed of non-metallic/hard material.
- 4.3.5. Any player not complying with Section 2, Clause 4.3 will not be allowed to play.
- 4.4. In all Under 12 and older matches: female players may be permitted to register to play for a team in a lower age group of one (1) year only.
- 4.4.1. Female players may not substitute down an age group on the day.
- 4.4.2. The Under 16 competition should be considered open for any female player under 18.
- 4.5. Players in the Under 8 to Under 18 age groups who wish to register down one age group below that which they are eligible to, will only have their application considered in the following circumstances.
- The player wishes to play with their younger school classmates (in their school cohort).
 - The player has a documented, intellectual or physical impairment, which precludes them from being able to compete at their correct age. Such documentation should be available for viewing by the Registrar on request.

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- 4.5.1. In the interests of fairness, a maximum of two such players will be allowed in any team.
- 4.5.2. In Under 12 and below age groups, players may apply to play down one age group if no team of the correct age exists in the players club.
- 4.5.3. Requests for permission to play down one age group shall be valid for the current or forthcoming season only.
- 4.5.4. Approval of requests for permission to play down one age group will not be made retrospectively.
- 4.5.5. Players shall not be permitted to play down more than one age group unless written application explaining circumstances has been made to the AJSA and approved by the Executive.
- 4.6. In under 13 to under 18 players may play up (subbing up) to assist a team that has less than 12 players listed on a league match card if there is a legitimate reason for a team being short.
 - 4.6.1. In under 12 players may play up (subbing up) to assist a team that has less than 10 players listed on a league match card if there is a legitimate reason for a team being short.
 - 4.6.2. Players subbing up must be clearly marked with an "S" on the Match Card.
 - 4.6.3. In under 13 to under 18 if a team has players subbing-up then a maximum of 12 players are allowed to be on the match card. Any more and the match will be automatically forfeited.
 - 4.6.4. In under 12 if a team has players subbing-up then a maximum of 10 players are allowed to be on the match card. Any more and the match will be automatically forfeited.
 - 4.6.5. A player subbing up may only do so a maximum 4 times for the season. Any more and the match will be forfeited
 - 4.6.6. It is not allowed for players from the same club, and same age group, but different teams to interchange between teams without officially transferring from one team to the other, i.e. cancelling registration with the first team and registering with the second team.
 - 4.6.7. Teams may only draw their subs from one younger team.
 - 4.6.8. More than one team can draw from the same younger team, but once those subs are drawn they may not appear on a match card for any other team.
 - 4.6.8.1. Teams entering into such partnerships must communicate the details to the registrar.

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- 4.6.9. Under no circumstances shall a younger player be compelled to sub for an older team under duress.
- 4.7. An ineligible player is defined as an unregistered player, a player playing in an incorrect age group (without AJSA approval to do so), a player playing under a fictitious name, a player not appearing on the match card, a player under suspension, a player cup tied or a player deemed ineligible by the P & D Panel, Appeals Panel or the AJSA.
- 4.8. In all cases where a team is proven to have played an ineligible player for any reason in an Under 12 and older match, that team shall forfeit the match concerned, and for League matches, three (3) goals shall be awarded to the opposing team. The person or persons responsible may be liable for suspension.
- 4.9. It is the responsibility of each Club to ensure eligibility of its players
- 4.10. Any team which has three (3) or more players or a goalkeeper and one (1) or more field players representing AJSA or Football West in a State or Development Tour or Match, shall not be required to play in any other fixture within 72 hours of the representation duties or the commencement of a State or Development Team Tour.
- 4.10.1. Any fixture postponed under 4.10 above, may be rescheduled at the discretion of the Registrar, to be played no later than 14 days before the final weekend of the season.
- 4.11. AJSA shall have first call on any player for any representative match or training programme.
- 4.12. Junior registered players may play in competitions other than that to which they are registered, provided that AJSA Friendly Matches and Carnivals rules are followed.

5. MATCH CARDS

- 5.1. White match cards are to be used for all League matches.
- 5.1.1. Blue match cards are to be used for Knockout Cup Competition matches only.
- 5.2. The correct match card must be used for all matches, and shall be completed using ballpoint pen and printed in block letters.
- 5.3. **White Cards:** Prior to the commencement of the match, the coach, manager or other person as delegated by the coach, must print the player's name (initial and surname) in ink alongside their shirt number on the front of the match card. Nicknames or first names only, are not acceptable.
- 5.4. **Blue Cards:** Players named on blue cards may not play for any other team in Knockout Cup Matches for the remainder of the season. Failure to comply will result in elimination from the competition of the team they play for on the second occasion.
- 5.4.1. Only players indicated on match cards are eligible to take to the field.

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- 5.4.2. Teams may enter players on the match cards for subsequent games, i.e. coming back from injury or suspension.
- 5.5. Failure to enter a players' name on the match card shall render that player ineligible to play in that match.
- 5.6. Names of players may only be added to the match card at half time, but the player may not enter the field of play until then.
- 5.7. In all matches under 13 and above, a maximum of 15 registered players may participate and appear on the match card for each team, unless the team has players subbing up in which case a maximum of 12 players are allowed on the match card. Failure to comply may result in the match concerned being forfeited to the opposition.
 - 5.7.1. In all matches under 12, a maximum of 13 registered players may participate and appear on the match card for each team, unless the team has players subbing up in which case a maximum of 10 players are allowed on the match card. Failure to comply may result in the match concerned being forfeited to the opposition.
- 5.8. The match shall not commence until the match card is in the referee's possession.
 - 5.8.1. Player's shirt number should match the number noted on the match card at all times.
 - 5.8.2. If for any reason a players shirt number changes throughout the game, the referee should be informed and the change noted on the match card.
- 5.9. In all matches, the first named team shall be considered to be the home team.
- 5.10. The referee is to ensure that the match card is forwarded to the AJSA Registrar.
- 5.11. In the event of it being proved to the satisfaction of the AJSA that a match card has been completed incorrectly or is incomplete, the AJSA may impose a forfeit on the offending team.
- 5.12. Notwithstanding Clause 10.3, in the case of a match card not being received by the Registrar, the Registrar will assume a double forfeit and award a 0-0 result until such time as the match cards can be produced.
- 5.13. Clubs shall be allowed a maximum of fourteen (14) days from the date of any match of the home and away season to register a protest at a recorded match result, otherwise the result stands.
 - 5.13.1. For the last and second last rounds of the home and away season, protests must be lodged within 3 days of the date of the match.
 - 5.13.2. For any Knockout Cup matches, protests must be lodged with the Registrar within three (3) days of the date of the match.

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- 5.14. The AJSA will endeavour to have weekly results placed in local media and/or the AJSA website (www.albanysoccer.com.au) as soon as practicable.

6. TECHNICAL RULES

- 6.1. As per FIFA Laws of the Game, unless local AJSA Rules apply.

7. REFEREES

- 7.1. Official referees shall be allocated by AJSA or appointed referee co-ordinator
- 7.2. Official referees shall have the power to decide as to the fitness of the ground in all matches
- 7.3. If a conflict of interest exists in relation to the match to be officiated at, an official referee shall disclose the conflict of interest to each team coach prior to the match commencing, and make note of it on the match card.
- 7.4. Any team choosing not to proceed with a scheduled match on the grounds of the conflict disclosed, shall forfeit the match and have the match result and three (3) goals awarded against it.
- 7.5. Should an official referee not arrive prior to kick-off time, both teams shall agree to a person to referee the match. That person shall assume the same responsibilities as would an official referee
- 7.6. Each Club is responsible for the actions of persons acting as its referees and/or assistant referees
- 7.7. In all cases, a referee must, where possible be at least two (2) years older than the players in the match over which they referee is to officiate.
- 7.8. Referees must examine the footwear of all players entering the field of play, prior to the commencement of all matches, to ensure the safety of the players' footwear. In the case of a player or players' footwear being deemed hazardous, the referee shall have the power to order the offending player or players from the field to rectify their footwear.
- 7.9. Players in any competitions are not to wear any kind of jewellery (excluding required Medical Alert Bracelets) onto the field of play and must remove such jewellery. Referees must examine players entering the field of play for jewellery not covered by their playing strip to ensure the safety of all players. In the case of discovered jewellery before or during a match, the referee shall have the power to order the offending player or players from the field to remove the jewellery. See Section 2, clause 4.4 for what a referee is to enforce for player wear.
- 7.10. Referees may approve the wearing of spectacles by players during a match, provided that the lenses of spectacles are manufactured with safety glass and the spectacles are attached to the player's head by means of an appropriate strap.

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- 7.11. The referee's decision shall be final.
- 7.12. No person is permitted to enter the field of play during the match without the permission of the referee, which shall be granted under an emergency situation or for an injured player to be attended to.
- 7.12.1. Players may be substituted at half time without informing the referee, provided that player numbers remain correct as per 5.8.1.
- 7.13. Approaches to referees, assistant referees or other Match Referees, before, during and after matches may only be made by the Club's Secretary or properly appointed Club Committee member who must identify themselves to the Match Referee and state the reason for their approach.
- 7.14. Under no circumstances are players or coaches engaged in the match to approach the referees or assistant referees once the match has been completed. Notwithstanding this, Referees may choose to approach individuals where they deem it appropriate.
- 7.15. Fees due to an allocated official referee will be paid by AJSA
- 7.16. Coaches are NOT encouraged to referee their own matches.
- 7.17. In all Under 12 to Under 18 league matches, the referee and a representative from each team will award fairest and best points to players as follows:
- Referee: 3 points to fairest and best on field.
Home team: 2 points to fairest and best on field of away team
Away team: 2 points to fairest and best on field of home team.
If Referee and one of the other two votes are for the same player that player will receive 5 points
- 7.17.1. Subbing-up Players are not eligible to collect Fairest and Best points
- 7.17.2. No Fairest and Best points are awarded for Knock-out Cup matches.
- 7.17.3. The names of players receiving Fairest and Best points, is not to be communicated with players, coaches or parents.
- 7.17.4. In the event of players finishing on equal points then awards will be decided as follows: The player with the most 5 point votes will win, if still equal then most referee votes will win and then if still equal it will be declared a draw.
- 7.18. Any AJSA appointed referee is able to apply temporary dismissals (SIN BINS) to any match they are officiating to as per Football West Temporary Dismissals.
- 7.19. Any AJSA appointed referees has the discretion to not allow substitutes in the final five minutes of a match if in their opinion it is being used as a time-wasting tactic and not within the spirit of the game.

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8. TEAM ENTRIES

- 8.1. Under 12 and upwards teams may only be entered by Clubs with current affiliation to the AJSA
- 8.2. Subject to the availability of places and the discretion of the AJSA, teams may be entered after the opening day of the season.
- 8.3. Teams failing to play matches on three (3) or more consecutive occasion during the relevant competition, may, at the discretion of the AJSA be deemed to have withdrawn.
- 8.4. Determinations relating to requests for the adding or withdrawing of teams and changes of divisions are at the discretion of AJSA Executive Committee. AJSA decisions on placing will be final. Once a decision has been made, no further correspondence will be entered into.

9. FIXTURING

- 9.1. The Season dates shall be set by AJSA. Season will run in school terms 2 and 3.
- 9.2. All matches will be played on Saturdays, unless otherwise indicated (catch-up or Knock-Out Cup games). All match fixtures will be arranged by the Registrar 2 weeks prior to the commencement of the season.
 - 9.2.1. Clubs are to ensure that team lists are forwarded to the Registrar when requested to allow for fixtures to be set in place.
- 9.3. Under 12 and above league Competitions will be conducted on a six (6), eight (8), ten (10), twelve (12) team basis if possible, in order to ensure the balance of numbers of teams in leagues. If odd teams are in a league then bye rounds will be scheduled. In the cup knock-out competitions, the bye round automatically qualifies for the next round.
- 9.4. In the interests of fairness, the AJSA Registrar (or person appointed by the Registrar) will endeavour to ensure that all teams will play an equal number of matches, but may not play each other the same number of times.
- 9.5. Requests for teams to enter a League or change Leagues after the first match of the relevant competition shall be considered at the discretion of the AJSA.
 - 9.5.1. Any team entering a new League (or new to the competition) shall not receive any points for matches not played prior to their entry to that League. Points earned in previous leagues are not transferable.
 - 9.5.2. Teams that would have otherwise played the new team, had they been entered in the League from the commencement of the season, shall be awarded the match and three (3) goals. No catch-up matches shall be permitted.

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- 9.6. Where a team has transferred or withdrawn from a League, teams having already played the team in the League from which the team is transferring, shall have all points and goals earned in the relevant match(es) deducted from their totals.

10. FORFEIT / CANCELLATIONS / RE-SCHEDULING

- 10.1. Any team not ready to commence play within fifteen (15) minutes of the scheduled match commencement time, shall forfeit the match, with the match result and three (3) goals being awarded to the opposing team for League matches or progression to the next round for Knock-Out Cup matches.
- 10.2. Any team having fewer than seven (7) players, will be deemed as having insufficient numbers to field a team.
- 10.3. Any team forfeiting a match must attempt to contact the coach of the opposing team and inform the Registrar and shall have the match result and three (3) goals declared against it for League matches
- 10.4. Any change to the venue, date or time of a scheduled match must be advised to the AJSA Registrar, no later than 6.00 pm on the Friday prior to the scheduled commencement of the match.
- 10.4.1. The team requesting the change must obtain the approval of the opposing team, through contacting the opposing team's coach, prior to advising the change to AJSA Registrar.
- 10.4.2. Failure to comply with 10.4.1 may result in the fixture being deemed to have been played as scheduled, with the match being forfeit against the team requesting the change.
- 10.4.3. Any League match not played according to the scheduled fixtures must be played prior to fourteen (14) days before the last day of the season.
- 10.4.4. Determinations relating to this clause are at the discretion of AJSA
- 10.5. A match postponed or abandoned due to weather conditions or other acts of nature may be replayed fully, provided that the match is replayed in accordance with 10.4 above. Arrangements for the replay of the match will be made by the AJSA Registrar.
- 10.6. If a match is abandoned for any other reason, decisions relating to the awarding of points or the replaying of the match shall be at the discretion of the AJSA Registrar.
- 10.7. Should the Referee abandon the match after $\frac{3}{4}$ of the match has been completed, the match result at the time of the game being abandoned will stand.
- 10.8. Should the Referee abandon the match prior to $\frac{3}{4}$ of the match being completed, the match result at that time will stand, unless one or both of the competing clubs request the fixture to be replayed.

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10.8.1. Clubs must request a replay of the match, in writing, to the Registrar within seventy two (72) hours of the fixture being concluded. Any requests received after this time will be disregarded and the match result will stand.

10.8.2. AJSA Registrar will take into consideration the following factors when considering each such request:

10.9. Reason why the fixture was abandoned

10.10. Result of the game at the time of abandonment

10.11. The impact on the final League standing of this fixture

The decision of the AJSA Registrar regarding the request for a replay is final. AJSA reserves the right to refer the matter to the P & D Panel for determination.

10.12. AJSA may, at the request of a Club, received by the AJSA within 72 hours of the completion of the fixture, or at the discretion of the AJSA, refer any alleged deliberate incident that results in the abandonment of an AJSA fixture to the P & D for determination.

10.12.1. If the allegation is proven under 10.9, the P & D may decide to direct one or more of the following outcomes:

- Fixture to be replayed
- Award result 3-0 to the opposition
- Match result to stand
- Deduction of 3 championship points to the offending club

11. LEAGUE / END OF SEASON RESULTS

11.1. League and Knock-Out Cup competitions are run as separate units. League placings will not influence the Knock-Out Cup draw.

11.2. League competitions shall be decided by points earned during the season, the team gaining the highest number of points in each respective League being deemed the winner of that League and the team with the second highest number of points being deemed the runner-up of that League.

11.2.1. Three (3) points shall be awarded for a win, one (1) point shall be awarded to each team for a draw, and no (0) points awarded for a loss; the team with the most points finishing at the top of the ladder and the team with the least points finishing lowest on the League Ladder.

11.2.2. In the event of teams finishing the home and away season with equal points, the affected teams head to head record over the total amount of matches played against each other will be the deciding factor.

11.2.3. If teams can't be separated from their head to head record the tie will be separated by:

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- a) Goals conceded
- b) Goal difference
- c) Discipline record for league season

11.2.4. If teams still can't be separated then, if possible, a tie-break match will be played.

11.2.5. If a tie-break match is not possible then the title will be declared a draw.

- 11.3. The team finishing the home and away season at the top of the ladder for each respective League shall have their names recorded on the AJSA league shield or equivalent and be awarded medals to a maximum of sixteen (16) per team (14 in under 12)
- 11.4. The team finishing the home and away season in second position on the ladder for each League will be awarded medals to a maximum of sixteen (16) per team (14 in under 12)
- 11.5. The player receiving the highest number of Fairest and Best points for the season in each league will be awarded a Fairest and Best trophy.
- 11.6. The player receiving the second highest number of Fairest and Best points for the season in each league will be awarded a Fairest and Best runner up trophy.
- 11.7. The player receiving the third highest number of Fairest and Best points for the season in each league will be awarded a third Fairest and Best trophy.
- 11.8. In the event of a tie in Fairest and Best points, two or more trophies may be awarded, but in the event of a tie for first place, no runner up trophy will be awarded.
- 11.9. Players who receive a suspension during the season are ineligible to receive Fairest and Best, or runner up Fairest and best trophies.

12. KNOCK-OUT CUP COMPETITION

- 12.1. League and Knock-Out Cup competitions are run as separate events. League placings will not influence the Knock-Out Cup draw.
- 12.2. Under 12 and upwards, Knock-Out Cup format, being that a loss removes a team from further participation in the competition, subject to clause 12.4 Winning teams progress to the next round.
- 12.3. The names of each team in each age group competition from Under 12 upwards are placed in a draw, and drawn at random to form the quarter-final round of the Knock Out Cup competition.

Semi Finals

- Quarter Final winners of Game 1 play winners of Game 2
- Quarter Final winners of Game 3 play winners of Game 4

Finals

- Played between the winners of both semi final matches

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- 12.4. In the event there are more than 8 teams in a particular League, then an Elimination Round is played to reduce the teams competing to 8 at the Quarter Final Round.
- 12.4.1. The names of each team in each age group competition from Yr 6 upwards are placed in a draw, and drawn at random to form the Elimination Round of the Knock-Out competition. (There must be 8 teams advance to the Quarter Final Round).
- 12.4.2. If there are an odd number of teams in the League, then the Bye team progresses to the next round.
- 12.4.3. All winning teams advance to Quarter Final Round
- 12.4.4. In the event that there are fewer than 8 winning teams, then the best performed losing teams advance to the next round as follows:-
- . Teams with the best (lowest) goal difference advance first
 - . In the event that 2 teams have the same goal difference, then the team with the highest number of goals scored, advance to the next round.
 - . In the event that teams have the exactly the same match scores, then a shortened game must be scheduled to determine which losing team advances to the Quarter Final.
- 12.4.5. The same principles will apply to leagues where there are fewer than 8 teams to determine teams that advance to the Semi Final round.
- 12.5. In the Knock-Out cup matches, if scores are level at full time, then extra time shall be played with 2 halves of 10 minutes each.
- 12.5.1. If no winner can be determined at the end of playing extra time, penalties shall be taken by five (5) different players from each team, with the team with the highest score being deemed the winner.
- 12.5.2. Should the result still be tied, then successive penalties shall be taken by the remaining players of each team alternatively, until a winner is determined on the basis of the team that scores the most goals from the same number of penalty attempts.
- 12.5.3. Only players who are on the field at the end of match, including extra time, can take part in the penalties.
- 12.6. Knock-Out Cup matches may only be rescheduled at the discretion of the AJSA and both teams involved must make formal application to the AJSA Registrar for the request to be considered at the discretion of the Registrar.
- 12.7. The decision of whether to enforce a replay for any abandoned Cup match will be at the discretion of the AJSA Executive Committee.
- 12.8. To be eligible to play in the cup, players must be registered and have been listed on two (2) regular league game match cards for that team during that season prior to the cup round.

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- 12.8.1. Exception to this rule is where players have recently registered and have evidence that they have only just moved to the area.
- 12.9. Players are “Cup-Tied” according to the team that they play for on the first round of the Cup competition (Elimination Round or Quarter Final Round). They may not “sub-up” on the day even if the team is short and their own age group team has been eliminated. The only way a player can play later cup rounds having not played with that team from the beginning of the cup competition is if they are coming back from injury or suspension and have not played in any preceding Cup Rounds. Any breach of the Cup-Tied player rules, and playing of an ineligible player, will mean automatic forfeit and elimination of the team from the Competition.
- 12.10. The AJSA shall endeavour to supply a neutral referee for each Cup match, and assistant referees (linesmen) for final cup games.
- 12.11. The winning team of each age group Knock-Out cup competition will have their names added to the Knock-Out Cup and receive a medal to a maximum of sixteen (16) per team (14 in under 12). Runners up will receive medals (to a maximum of 16) per team (14 in under 12)

SECTION 3 – ADMINISTRATION

1. CLUB REGISTRATION

- 1.1. Clubs must be registered with Football West prior to registering players with AJSA.
- 1.1.1. Club registration permits a club of AJSA to enter teams in any competition organised by AJSA for 18 or any younger mixed competition.
- 1.1.2. Clubs must pay an annual affiliation fee, the amount of which is determined at the AGM of AJSA each year.
- 1.2. No Club may advertise a sponsor’s name or logo in any form if the nature of that sponsors business, name or logo, is not in keeping with the image of Junior Football, as determined by AJSA. Areas of business that would be deemed unacceptable include, but are not limited to those relating to firearms, smoking and tobacco products, alcohol and the serving of alcohol, and adult entertainment.
- 1.2.1. Determinations relating to this clause are at the discretion of AJSA.

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2. REGISTRATIONS

- 2.1. Players in Primary or Secondary school should register in the age group indicated by the AJSA, according to their year level.
 - 2.1.1. Players Year 5 and older, may register in an older age group, but having done so, may not play in their own age group, including as a substitute (i.e. “sub” on the day).
 - 2.1.2. Any request to play up (by Registration) by more than one age group will be at the discretion of the AJSA and must be cleared with both the parents/guardians of the player. Requests must be in writing, addressed to the Registrar.
 - 2.1.3. Under 12 players wishing to register with an Independent/Non school based Club in the Under 13 age group may only do so with the approval of the AJSA, in consultation with the parents/guardians and if applicable the affected Club. Requests should be in writing to the Registrar, and up to a maximum of two (2) players per receiving Under 13 team.
- 2.2. “Poaching’ talented players from Primary Schools or other clubs, by independent clubs is not allowed, and substantiated evidence of such, will be treated as a severe breach of AJSA protocol and should be dealt with under Section 10 (Discipline) of the By Laws.
 - 2.2.1. “Poaching” is defined as the direct approach of a player of one Club/Team by an Official/Representative or associated person of another Club or Team, with the intention of having the player join that Club or Team
- 2.3. Requests for refunds on player registrations, where the player has decided not to play, will be made without penalty if received at the AJSA prior to the first match of the season. Requests for refunds on player registrations where the player has decided not to play, received after the first match of the season may incur an administration charge.
 - 2.3.1. Determinations relating to the Clause 2.3 are at the discretion of the AJSA
- 2.4. All players must register with the Club of their choice, but may not be registered with more than one Club across all AJSA Competitions, and must play only with that Club to which the player is registered.
- 2.5. No person shall be eligible to play competition football under the jurisdiction of AJSA until such a person has been duly registered with AJSA. In all junior games the playing of an unregistered player shall result in the offending Club being liable to fines and further action under AJSA Penalties and Disputes processes
- 2.6. A registration is valid from the date on which the registration or re-registration is lodged with a Club and until the player registers with the same or another club for the season in the next following calendar year or the first match of the season in the next following year, whichever occurs first.
- 2.7. AJSA in its discretion, reserves the right to refuse or cancel a registration. Any player or Club retains the right of appeal to AJSA against the refusal or cancellation of a registration.

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- 2.8. Any player of a club, which becomes defunct or is unfinancial shall be eligible for registration with another club as long as the executive are satisfied that the players themselves are financial.

3. TRANSFERS

- 3.1. The transfer of a player's registration from one club to another must be on the prescribed transfer form and duly signed by the player, parent/guardian and the two clubs concerned. The form must then be submitted to the association registrar.
- 3.2. The transfer of a player does not become effective until the association registrar has cleared the players transfer.
- 3.3. Players may only transfer once during the season within the AJSA.
- 3.4. A player will not be allowed to transfer between clubs after 30th June.
- 3.5. Transfers during the season must be at the request of the player otherwise 'poaching' section 2.2 may apply.
- 3.6. At the end of the season a player may transfer to another club without clearance from his/her previous club, but only if all property and monies due to the original club has been returned and paid

4. Friendly Matches and Carnivals- Refer to AJSA By-Laws

5. Complaints - Refer to AJSA By –Laws

6. Discipline and Suspensions- Refer to AJSA By-Laws

7. Junior Penalties and Disputes- Refer to AJSA By-Laws