



By-Laws of the Gladesville-Hornsby Football Association Inc.

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REVISION	DATE	Notes
1.0	10 Dec 2014	Rewrite of entire document.
1.1	5 Mar 2015	Clause 7.2.5 updated to include duration of matches (omitted from Ver 1.0)
1.2	18 Nov 2015	<p>Add new Clause 2.3.1, replace Clause 8.6.1 in its entirety. Renumber subsequent Clauses appropriately</p> <p>Delete Clause 7.2 in its entirety and replace with new Clause 7.2</p> <p>Amend clause 7.5 to: All Under 6, Under 7, Under 8 shall be differentiated in the fixture list by colours or animals.</p> <p>Add new Clause 7.14.1</p> <p>Add new Clause 8.1.12 and renumber subsequent Clauses appropriately</p> <p>Change Clause 8.8.6.1 to Clause 8.8.7 and renumber subsequent Clauses appropriately</p> <p>Modify Clause 8.1.12</p> <p>Delete Clause 8.2.2 in entirety and renumber subsequent Clauses appropriately.</p> <p>Delete Clause 8.4.3 in entirety and renumber subsequent Clauses appropriately.</p> <p>Delete Clause 8.6.5 in entirety and renumber subsequent Clauses appropriately.</p> <p>Replace Clause 8.7.2 in its entirety</p> <p>Replace Clause 8.7.3 in its entirety</p> <p>Replace Clause 8.6.9 in its entirety</p> <p>Amend fines in Clause 13.5</p> <p>Delete the definition of ID Card in entirety and replace with new definition of "Photo ID"</p> <p>In the entire By-Laws, replace the term "ID Card" with "Photo ID"</p> <p>Replace Clause 3.3 in its entirety</p> <p>Delete Clause 8.3.6 in its entirety and replace with new Clause 8.3.6</p> <p>Add new Clause 8.3.7.1 and renumber subsequent Clauses appropriately</p> <p>Delete Clause 7.3 in its entirety and replace with new Clause 7.3</p> <p>Delete Clauses 5.3.1, 5.3.2 and 5.3.3 in entirety and replace with new Clauses</p> <p>Add new Clause 7.9 and renumber subsequent clauses appropriately</p>
2.0	9 Mar 2016	<p>Delete Clause 7.7 and renumber subsequent clauses</p> <p>Amend new clause 7.10 regarding notice for forfeits</p>
3.0	8 June 2016	<p>Insert new section 8.6.8 and renumber the following clauses 8.6.8 up to 8.6.12 accordingly,</p> <p>Current 8.6.8 (becomes 8.6.9) and change wording</p>
4.0	16 Nov 2016	<p>New clause 8.1.6.1</p> <p>New clause 8.3.3.4</p>



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EXPLANATORY TEXT

Text in italics is for commentary purposes only and does not form part of the By-Laws.

DEFINITIONS

Within these By-Laws the following items shall have the meaning defined in this table.

Item	Definition
The Association	Gladesville Hornsby Football Association Incorporated
Accident Support Program	For the purposes of these By-Laws Accident Support program refers to the player insurance program managed by FNSW.
Association Office	The Offices of GHFA at Christie Park, Christie Road, Macquarie Park, NSW 2113
By-Laws	These By-Laws of the Gladesville Hornsby Football Association Incorporated, including Schedules.
The Board	The Board of Directors of the GHFA
Constitution	The Constitution of Gladesville Hornsby Football Association Incorporated
Club	A member club of the Association
Competitions	Competitions shall refer to both non-competitive and competitive football.
Competitions Director	The person or persons to whom the task of managing and controlling competitions has been delegated by the Board.
Field	“Field of play” as defined in the FIFA Laws of the Game, or other marked area defined in these By-Laws for the purpose of playing a football match. It is the area enclosed by the 2 goal lines and 2 touch lines.
FFA	Football Federation Australia
FNSW	Football New South Wales
GHFA	Gladesville Hornsby Football Association Incorporated
GDR	Grievance and Disciplinary Regulations of GHFA
GPT	General Purpose Tribunal, as defined in the Constitution.
Grading Committee	As defined in the Constitution.
Ground	Area enclosing a single field. A ground extends beyond the field boundaries to encompass stands, areas for spectators, markings, nets, flags, fences, amenities etc, as appropriate. Note that local sporting complexes may contain multiple grounds of varying sizes and common use facilities.



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Higher Division	A Higher Division Competition is defined within each Grade (Age Group) typically with Division 1 as the highest, Division 2 second highest, etc. Note that Higher Divisions are in inverse numerical order. Divisions designated by colours or animals have no higher or lower rankings. For the purposes of these By-Laws, divisions designated by colours or animals are considered lower than any numerical division of any higher grade.
Higher Grade	A Higher Grade competition is defined by the following sequences: (from lowest to highest) <ol style="list-style-type: none"> 1. U6, U7, U8, U9 ... U17, U18, U19-23, AA, Super League, Premier League, or 2. O45, O35, AA, Super League, Premier League.
Photo ID	The official photo-identity for team officials and players issued by the Association.
MC	Management Committee
My Football Club	The on-line Registration system managed by the FFA.
Private Academy	A provider of football tuition which is not a club registered with FFA or FNSW.
Referee	Official Referee as appointed by the Referees Association, or a Club Referee agreed by the team officials where no Official Referee is appointed. For non-competitive football, this is the Game Leader or Instructing Referee as defined in the FFA MiniRoos rules and guidelines.
Referees Association	Gladesville Hornsby Football Referees Association
Secretary	Secretary of the Board of Directors
SGM	Special General Meeting
SSF	Small Sided Football (also known as MiniRoos)
Strip Committee	As defined in the Constitution.



1. ALTERATIONS TO THE BY-LAWS

This By-Law defines who, how and when the By-Laws can be altered, amended or corrected.

- 1.1. Each member Club shall have the right to apply for variations or amendments of these By-Laws.
- 1.2. The Board shall schedule an SGM in November each year for consideration of changes to the By-Laws. Notice of Motion for changes to be considered at that SGM shall close with the Secretary not later than 30th September of each year.
 - 1.2.1. This does not preclude the calling of an SGM at any other time of the year in accordance with the Constitution to consider alterations to the By-Laws or any other matter.
- 1.3. Notices of Motion of variations or amendments of the By-Laws shall be considered by a SGM. The By-Laws shall only be varied by a majority vote of those persons in attendance and entitled to vote.
- 1.4. Amended By-Laws as carried at an SGM shall be published as a new principal version, such as version 2.0, 3.0, 4.0 etc.
- 1.5. The MC shall have the power to correct minor issues with the By-Laws, such as typographical errors or grammatical errors that do not change the intent or application of the By-Laws as determined by the SGM. Such amended By-Laws shall be published as new minor versions, such as 2.1, 2.2, 2.3 etc.
- 1.6. The MC shall have the power to grant special case exemptions to the By-Laws, if recommended by the Board. Exemptions will be recorded in MCM minutes.

2. TEAM NOMINATION, GRADING & REGISTRATION

This By-Law defines how Clubs nominate teams to the Association, and how they are graded or allocated into competitions, and how team registrations are completed.

- 2.1. Clubs entering team/s in the Association shall not be permitted to enter the same team/s in any other competition run outside the Association without the permission of the MC.
- 2.2. Teams consisting of a majority of players registered with a private academy or other external provider and/or coached and/or managed by a private academy or other external provider, are not permitted to register in the Association.
 - 2.2.1. Any team proved to have breached By- Law 2.2 may be fined or suspended for a period to be determined by the GPT.
 - 2.2.2. Teams found to have breached By-Law 2.2 shall be ineligible to participate in the FNSW Champion of Champions competition
- 2.3. Teams registering with the Association may contain up to five (5) players that are registered to play in the FNSW Regional Conference.
 - 2.3.1. A Club shall not register more than five (5) players in any single team in any one match, that are registered to play in the FNSW Regional Conference.
 - 2.3.2. Any team proved to have breached By-Law 2.3 may be fined or suspended for a period to be determined by the GPT.



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2.3.3. Any team found to have breached By-Law 2.3 shall be ineligible to participate in the FNSW Champion of Champions competition. This is in addition to any sanction that may be imposed pursuant to By-Law 2.3.1.

2.4. TEAM NOMINATIONS

2.4.1. Teams must be nominated by Clubs in the manner prescribed by the Board.

2.4.2. The closing date for the nomination of teams for the next season, except for Premier League and Super League, shall be fixed by the Board at the completion of the current season. Premier League and Super League nominations must be received at the Association Office by 5.00pm on the last Friday in November of the preceding year.

2.4.3. Clubs shall submit sufficient information with team nominations to enable the Grading Committee to facilitate suitable team grading.

2.5. TEAM GRADING

2.5.1. Following the closing date for entries by Clubs for teams in each grade, the Grading Committee shall meet and arrange suitable competitions for the season.

2.5.2. If insufficient entries are received in any grade, that competition may be suspended for the year.

2.5.3. When there is a combination of two teams into one from the previous year then the highest division for grading for the current year for the nominated team will be no higher than the average of the previous year's two divisions unless nominated by the Club. Clubs submitting such nominations shall advise the names of at least four (4) players from the previous season's higher graded team.

2.6. TEAM REGISTRATIONS

2.6.1. A team consisting of not less than four (4) players for Under 6 to Under 8; five (5) players for Under 9 to Under 11; seven (7) players for Under 12 to Over 45; and fourteen (14) players for Premier League and Super League must be registered with the Association by the date and time determined in By-Law 2.4.2

2.6.2. Clubs with outstanding teams not registered as in By-Law 2.6.1 must seek re-admission for these teams at any MC meeting prior to the first competitive game. Any team re-admitted shall be subject to a late team fine, as per By-Law 13.

2.6.3. Registration of additional players will then be accepted up until the day and time scheduled by the Board for that year as the 'close of registrations' for each week subject to By-Law 4.15.

3. TEAM COACH(S) AND MANAGERS

This By-Law requires that all teams registered with the Association have a team coach and/or team manager registered with the Association to facilitate communication with teams.

3.1. Each team must have at least one (1) team official, who may be either a coach or manager, registered with the Association by the fourth competition game.

3.1.1. Any team which does not have at least one team official registered by the due date of By-Law 3.1 shall forfeit subsequent matches until such time as By-Law 3.1 is satisfied.



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- 3.2. All registered team officials shall be issued an official Photo ID by the Association with the official's photograph.
- 3.3. Team Officials, including stand-in Team Officials, must wear a GHFA armband for the period during which they are acting in that capacity. In the event that a Team Official is also a player in that Team, the Team Official shall identify themselves as such to the Referee prior to kick-off and are not required to wear armbands whilst on the field.
- 3.4. The team officials shall be noted on the team sheet for all games in which they are acting in that capacity.

4. PLAYER REGISTRATION

This By-Law requires that all players are registered with the Association. It also defines the eligibility criteria for playing in the various competitions and how players registered for one team may be re-registered with another team.

- 4.1. Any person wishing to participate in competitions, or matches conducted by this Association must be properly registered with the Association. No contracted players shall register with the Association.
- 4.2. A player shall become a registered player with the Association once all of the following have taken place –
 - 4.2.1. The player or parent/guardian must complete and sign a My Football Club electronic registration form thus agreeing to abide by the rules and regulations of FFA, FNSW, the Association and the Club.
 - 4.2.2. The player must pay to the Club the relevant club registration fee.
 - 4.2.3. The Club must submit to the Association the player's registration and photo as prescribed by the Board, in the manner prescribed by the Board.
- 4.3. Every registered player shall be issued an official Photo ID by the Association with the player's photograph. Photographs shall be updated every three (3) years for players up to and including Under 16. Photographs shall be updated every five (5) years for players in Under 17 to Over 45, Premier League and Super League inclusive unless the Club or Association considers a player has changed his/her appearance so as not to be easily recognised from the current photo.
- 4.4. Once a Club has submitted to the Association the required information to register a player, it is the responsibility of the Club to ensure that the player's Photo ID is collected from the Association Office by 4.00pm on the Friday prior to the player's first game. Such Photo IDs must be used at all matches as proof of registration for the player's club and team.
- 4.5. When a Club has requested and obtained permission for the regrading of any player, that Club must return the player's Photo ID to the Association and obtain a new Photo ID for the player prior to the player taking the field.
- 4.6. For the purposes of the "Accident Support Program", a player is considered registered with the Club from the time he/she completes the aforesaid electronic registration and may submit a claim to the insurance company upon the Club completing the player's registration with the Association.
- 4.7. To be eligible to play in "under age" grades, a player must be under the relevant age on the 31st December of the previous year.



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- 4.8. To be eligible to play in “over age” grades, a player must be over the relevant age on 31st December in the previous year.
- 4.8.1. Saving Provision. Players aged Under 45 who were registered in Over 45 in 2014 may re-register for the same team (more than six returning players from the same team) in subsequent seasons. A returning team (even if merged) must not have more than four (4) Under 45 players.
- 4.9. Players registering for non-competitive football must have turned four (4) years old by, or on, the 31st December in the previous year.
- 4.10. Clubs must ensure a player is eligible to play in his/her registered age group by obtaining documented proof of age. Any breach of this By-Law shall result in any game in which the player plays being deemed to be a forfeit.
- 4.10.1. Clubs entering teams in age group competitions must provide original birth certificates or satisfactory evidence of age of players if requested by the Association.
- 4.10.2. The Competitions Director may, at his/her discretion, deduct competition points in respect of each game played by the player or players in question until evidence of age is provided. An aggrieved Club may seek an MC review of any such decision under this By-Law.
- 4.11. A Club may apply to the MC in writing for permission for a player to be downgraded within his/her Club where he/she is qualified by age for the lower grade. Downgrading for players from the grade/division in which they are registered to another grade or division shall cease after the fourth match of the Premiership Competition.
- 4.12. No player may be registered with more than one Football Club at any one time in any one competition season.
- 4.13. Players registered in the FNSW Regional League/Conference competition may also be registered with a GHFA member Club, and are deemed to be registered with only one Club for the purposes of By-Law 4.12
- 4.14. Any registered player proved to have played in any competition match of Association Football outside the Association without the permission of the MC may be suspended for a period to be determined by the GPT.
- 4.15. No player may be registered with the Association after 4.00pm on 31st May or the Friday preceding the 31st May if the 31st May falls on a weekend.
- 4.16. A player having been registered with the Association as a member of a Club may deregister from that Club and register with another Club upon the Club notifying the Association in writing that the player has been deregistered in “My Football Club”.
- 4.17. Where a player deregisters from one Club and registers with another Club, the first Club will only be charged the appropriate amount of registration as defined in Section 27 (6) of the Constitution. The second Club will be charged the full insurance and registration fee.
- 4.18. No registered player may deregister from one Club and register with another Club on more than one occasion in any one season.
- 4.19. Any player who seeks to deregister from one Club and register with another Club and is refused a clearance from his/her Club may appeal in writing to the MC for permission to register with another Club.



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- 4.20. No player may be deregistered from one Club and registered with another Club, or from one team to another team within a Club, after the close of player registrations as in By-Law 4.15
- 4.21. If an affiliated Club has more than one registered team playing in the same grade and division, it shall not permit any player to interchange within these two teams unless the interchange is previously sanctioned by the MC.
- 4.22. Transfer of the registration of a player of a Club between teams in the same grade and division or in the same grade and a lower division may be sanctioned by the MC.

5. CLUB STRIP & SPONSORSHIP

This By-Law requires that all Clubs register their playing strip with the Association to ensure it complies with appropriate standards, for example sponsorship.

- 5.1. Players in all matches must appear in proper uniform, comprising shirt, shorts and socks in the Club's colours; and approved footwear and shin pads.
- 5.2. Approval for colour registration/alteration and also changes to any part of a Club's strip must be submitted by the first MC meeting in February each year for consideration by the Strip Committee. Requests for approval of new strip or changes to existing strip must be accompanied by full colour photographs of the front and rear of shirts, shorts and socks.
- 5.3. Clubs must seek permission from the Strip Committee before putting advertising/sponsorship on their playing strip. If approved, patches will only be allowed as follows –
 - 5.3.1. A patch not exceeding 450 cm² (21cm x 21cm) shall be permitted on the front of shirts.
 - 5.3.2. A patch not exceeding 300cm² (15cm x 20cm) and a maximum height of 15cm on the rear of shirts (2cm below shirt number).
 - 5.3.3. A patch not exceeding 100cm² (10cm x 10cm) shall be permitted on each sleeve of shirts.
 - 5.3.4. A patch not exceeding 100cm² (10cm x 10cm) shall be permitted on the front-side of each leg of shorts.
 - 5.3.5. Any Club not complying with this By-Law shall be subject to a fine as per By-Law 13.
 - 5.3.6. Any Club incurring a fine, as in By-Law 5.3.1, shall modify sponsorship patches within fourteen (14) days of notification.
- 5.4. Where the colours of Clubs' strip are similar, the Strip Committee shall determine if a 'clash of strip' has occurred. The visiting team (as per fixture list) shall be the team to change when a designated clash of strip occurs, unless otherwise directed by the MC.
 - 5.4.1. Uniquely numbered bibs of a different colour to the Club's regular strip and of different colour to the opposition strip, will be sufficient to satisfy a change of strip.
- 5.5. The Association must ensure that the Referees Association is issued with a list of colour clashes designated by the Strip Committee.
- 5.6. For games where the Strip Committee has designated a colour clash, it will be the responsibility of the Manager or Coach of the home team to inform the referee prior to the commencement of the game if the visiting team is not wearing an alternate strip. The referee must then note this on the back of the team sheet. The game will then continue as normal at the discretion of the referee.



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- 5.7. When requested by the Strip Committee, a sample of each Club's current playing strip must be supplied to the Strip Committee for approval.

6. GROUNDS AND APPURTENANCES

This By-Law requires that all Clubs provide consistent and appropriate ground dressing for their assigned grounds.

- 6.1. The Competitions Director shall allocate a ground or grounds to each Club to dress.
- 6.2. Dressing shall consist of 4 corner posts, 2 nets, post and rope barriers to both sidelines at a minimum of 1.5m from the sideline.
- 6.2.1. For matches where By-Law 8.2.3 applies, that ground shall also have easily visible posts or cones placed at the 25m mark out from each goal line, placed 1m outside each touch line.
- 6.3. Clubs must dress grounds at least thirty (30) minutes prior to the scheduled kick-off of the first game on that ground, and clubs must ensure all ground dressing is maintained until the completion of the last game on that ground that day.
- 6.3.1. Where a ground has more than one playing field, each playing field may be treated separately for the purpose of By-Law 6.3.

7. NON-COMPETITIVE FOOTBALL FORMAT

This By-Law defines how non-competitive football (small sided football, MiniRoos) is structured for each season. Non-competitive football is to foster skills development of younger players.

- 7.1. Except where varied in these By-Laws, non-competitive football games shall be played in accordance with FFA MiniRoos Match Rules.
- 7.2. Games shall be played as follows:
- 7.2.1. For Under 6s and Under 7s, 4 v 4 games shall be played in twenty (20) minute halves with a five (5) minute half time on a field approximately 30 x 20 metres with portable goals 2m x 1m and ball size 3.
- 7.2.2. For Under 8s and Under 9s, 7 v 7 games shall be played in twenty (20) minute halves with a five (5) minute half time on a field approximately 50 x 35 metres with goals 3m x 2m and ball size 3.
- 7.2.3. For Under 10s and Under 11s, 9 v 9 games shall be played in twenty five (25) minute halves with a five (5) minute half time on a field approximately 70 x 45 metres with goals 5m x 2m and ball size 4.
- 7.3. Match results and "competition" style tables shall not be published by the Association or Clubs.
- 7.4. Managers, Coaches, Club Officials or Spectators may not take the field unless requested to do so by the Referee and then only in the case of injury.
- 7.5. All Under 6, Under 7, Under 8 shall be differentiated in the fixture list by colours or animals.
- 7.6. The season will end the week prior to the Championship Finals of By-Law 8.
- 7.7. Easter Saturday and Sunday, if they fall after the start of the season, will be a bye for all teams.
- 7.8. Where ANZAC Day falls on a Saturday will be a bye for all teams.



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- 7.9. Matches washed out by rain or unplayable due to ground unavailability shall not be replayed. No application for deferred games shall be considered.
- 7.10. Teams forfeiting without prior notice to Clubs (4.00pm on the Friday preceding the game, or 5.00pm on the Wednesday preceding the games in the case of games on the middle weekend of the NSW State School holidays) shall incur a forfeit fee, as prescribed in the By Law relating to Fees and Fines.
- 7.11. In all games if the commencement of a game is delayed, a shorter period of time must be played in equal halves to ensure the game is completed prior to the scheduled commencement of the next game.
- 7.12. No addition is to be made to the duration of either half of the game in the event of time being lost due to injury or any other occurrence that causes play to be suspended.
- 7.13. Unlimited player interchange is permissible at any time during the game, subject to the authority of the referee.
- 7.14. The Association may allocate official referees for specific grades of non-competitive football. The Association shall advise Clubs of such Age Groups prior to the commencement of the first match. For Age Groups that have official referees appointed, By-Law 8.9 applies and teams must complete team sheets as per By-Law 8.8.
- 7.14.1. For grades/division where official referees are appointed, players taking the field of play in any game must have shirts with unduplicated numbers within their team, including any upgraded players. Shirt numbers for all players in each team shall correspond to the number appearing on the team sheet for that player.
- 7.15. Fines for non-competitive football shall be set in By-Law 13 for the first infringement. Except for forfeit fines, this fine may be doubled per team per week to deter further infringements by specific teams or Clubs, at the discretion of the GPT.
- 7.16. Photo IDs may be inspected by a Director of the Association at any time during the game.

8. COMPETITIVE FOOTBALL FORMAT

This By-Law defines how competitive football is structured and conducted for each season. It is intended that Clubs ensure matches can proceed even when registered members of a team may not be available by allowing players of an appropriate standard from other teams within the Club to play in the match.

8.1. GENERAL PROVISIONS

- 8.1.1. The Association competitions will receive precedence during the season over Club organised events.
- 8.1.2. All matches of competition football shall be conducted under the FIFA Laws of the Game, except where specifically varied in the By-Laws.
- 8.1.3. All teams competing in competitive football are expected to play in the Championship or Pennant Competitions (where Pennant Competition is part of the specific competition structure). Any team which does not complete their responsibility in this regard shall be liable to a forfeit fine as specified in By-Law 13 per game forfeited.
- 8.1.4. The Premiership Competition shall be suspended on the Easter Weekend.



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- 8.1.5. Where ANZAC Day falls on a Saturday the Premiership Competition shall be suspended, except Premier League and Super League shall take place
- 8.1.6. In Premiership, Championship and Pennant Competitions, competition points shall be accumulative and allotted as follows:-
- | | |
|-----------------|---|
| Win | 3 points |
| Draw | 1 point |
| Loss | 0 points |
| Bye | 3 points, with result being given as three (3) goals to nil (0) |
| Win by forfeit | 3 points, with result being given as three (3) goals to nil (0) |
| Loss by forfeit | 0 points, with result being given as nil (0) goals to three (3) |
- 8.1.6.1 In the U12-U16 age groups, scores will be recorded in the competition table as a maximum 8 goal difference.
- 8.1.7. At the completion of the Premiership, Championship or Pennant competitions, should there be two or more teams equal on points their competition table position shall be decided by
- 8.1.7.1. Greater goal difference (i.e. goals against subtracted from goals for).
- 8.1.7.2. If goal difference is the same, then the greater number of wins,
- 8.1.7.3. If goal difference and number of wins is the same, the team with the greatest number of goals scored for.
- 8.1.8. At the completion of the Premiership Competition, the team finishing in first position in the competition table after the application of By-Law 8.1.7 shall be declared Premiers.
- 8.1.9. After the completion of the Premiership Competition, the top four teams in each competition table shall play in the Championship Competition and the remaining teams shall play in the Pennant Competition (where such Pennant Competition is played).
- 8.1.10. Premiership Competition games washed out by rain or unplayable due to ground unavailability shall be replayed at the discretion of the Competitions Director. No application for deferred games shall be considered.
- 8.1.11. In Championship and Pennant Competitions, except for Premier League and Super League Championship Competition, in the event of any Round being washed out, that Round will be rescheduled prior to any subsequent round, until the washed-out Round is played or until the remainder of the Round Robin is cancelled.
- 8.1.12. The Championship and Pennant Competitions are to be played at the discretion of the Competitions Director if the Premiership competition is affected by wet weather.



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8.1.13. The size of the matchball in the various grades shall be:

- Under 12 to Under 13 - Size 4
- Under 14 to All Age - Size 5
- Over 35 and Over 45 - Size 5
- Premier & Super League - Size 5

8.1.14. The duration of matches in the various grades shall be 2 equal periods of -

Under 12	25 minutes
Under 13 to Under 14	30 minutes
Under 15 to Under 16	35 minutes
Under 17 to All Age	45 minutes
Over 35 and Over 45	45 minutes
Premier & Super League	45 minutes

separated by a five (5) minute half time break.

8.1.15. Except where specifically varied in these By-Laws, no addition is to be made to the duration of either half of the game in the event of time being lost due to injury or any other occurrence that causes play to be suspended.

8.1.16. If the commencement of a match for grades up to and including Under 17 is delayed, a shorter period of time must be played in equal halves. For grades Under 18 and up, the correct match duration should be preserved where reasonably possible, avoiding encroachment into subsequent match times. However, for 1.00pm games, no shortened times will be played unless the game commences half an hour or more late.

8.1.17. Players taking the field of play in any game must have shirts with unduplicated numbers within their team, including any upgraded players. Shirt numbers for all players in each team shall correspond to the number appearing on the team sheet for that player.

8.2. COMPETITION STRUCTURE (EXCLUDING PREMIER LEAGUE & SUPER LEAGUE)

8.2.1. All competitive football shall consist of a Premiership Competition and Championship/Pennant Competitions, subject to By-Law 8.1.12.

8.2.2. For grade Under 12, corner kicks are to be taken 7 metres out from the penalty area.

8.2.3. For grades Under 12 and Under 13, at the taking of a goal kick, the attacking team shall remain at least 25m from the defending team's goal line until: the goal kick is taken and is touched by a second player of the defending team; the ball travels beyond the 25m line; play is stopped for any other breach of the rules; or the ball goes out-of-play.

8.2.3.1. If an attacking player encroaches within the 25m boundary in breach of the conditions of Clause 8.2.3 then play shall be stopped and the goal kick retaken.

8.2.3.2. If an attacking team player repeatedly encroaches as per By-Law 8.2.3.1, that player shall be cautioned by the referee.

8.2.4. Premiership Competition:

8.2.4.1. Eight (8) team competitions to form the basis of all competitions except at the discretion of the Grading Committee.



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- 8.2.4.2. **10 Team Competitions:** Will play fourteen (14) rounds to be drawn at the beginning of the season, playing each opponent at least once.
- 8.2.4.3. **8 Team Competitions:** Will play fourteen (14) rounds, playing each opponent twice.
- 8.2.4.4. **6 Team Competitions:** Will play fifteen (15) rounds, playing each opponent three times. The fifteen (15) rounds will be drawn in calendar order through the year, including any additional round scheduled on a date determined by the Competitions Director.

8.2.5. Championship Competition

- 8.2.5.1. The Championship competition shall be a Round Robin structured as follows:

1st Round	2nd Round	3rd Round
1 v 4	1 v 3	1 v 2
2 v 3	2 v 4	3 v 4

- 8.2.5.2. Championship Finalists shall be the teams finishing first and second on the Championship competition table as per By-Law 8.1.7. Where teams are equal on points, goal difference, number of wins and goal scored at the conclusion of the Championship Competition the Championship Finalists shall be decided by:-

8.2.5.2.1. Position on the Premiership table.

8.2.5.2.2. If still equal, at the discretion of the Competitions Director.

- 8.2.5.3. In Championship Finals for grades Under 17 and lower, where two teams are drawn at full time, ten (10) minutes extra time each way shall be played, except for matches played in 25 minute halves where the extra time shall be five (5) minutes each way. During that extra time, the first team to score will be declared the winner. If no score is recorded during the extra time, the teams shall be declared Joint Champions.
- 8.2.5.4. In Championship Finals for grades Under 18 and higher and Over Age grades, where two teams are drawn at full time, the winner shall be decided by a penalty shootout.

8.2.6. Pennant Competition:

- 8.2.6.1. **10 Team Competitions:** Round Robin competition as follows:-

1st Round	2nd Round	3rd Round
5 v 10	5 v 9	5 v 8
6 v 9	6 v 8	6 v 10
7 v 8	7 v 10	7 v 9

- 8.2.6.2. **8 Team Competitions:** Round Robin competition as follows:-

1st Round	2nd Round	3rd Round
5 v 8	5 v 7	5 v 6
6 v 7	6 v 8	7 v 8



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8.2.6.3. **6 Team Competitions:** Round Robin competition as follows:-

The 2 teams will play for the pennant. If possible the Competitions Director will organise a special competition with other six (6) team competitions in the same grade, or other similar standard grade/divisions.

8.2.6.4. In the event that the Round Robin is reduced to only one (1) round, the games will be played as friendly games but no Pennant shall be awarded.

8.3. **COMPETITION STRUCTURE FOR PREMIER LEAGUE & SUPER LEAGUE**

8.3.1. There will be a Premier League and Super League competition both comprising of First Grade and Reserve Grade teams.

8.3.2. Premier League and Super League competition shall consist of a Premiership Competition and Championship Competition.

8.3.3. **Premiership Competition:**

8.3.3.1. Ten (10) team competitions to form the basis of Premier League and Super League competitions, except for Super League which may be an eight (8) team competition if there are insufficient nominations received by the due date in By-Law 2.4.2.

8.3.3.2. **10 Team Competitions:** Will play eighteen (18) rounds, playing each opponent twice.

8.3.3.3. **8 Team Competitions:** Will play fourteen (14) rounds, playing each opponent twice.

8.3.3.4. Stoppage time will be played in all Premier League First Grade and Super League First Grade Premiership games.

8.3.4. **Championship Competition**

8.3.4.1. The Championship competition shall be a finals series competition structured as follows (for both First Grade and Reserve Grade):

Semi-Final 1:	1 v 2
Semi-Final 2:	3 v 4
Final:	Loser Semi-Final 1 v Winner Semi-Final 2
Championship Final:	Winner Semi-Final 1 v Winner Final

8.3.4.2. If rain causes the Championship Competition to be reduced the Competitions Director will decide how this series will proceed depending on time available.

8.3.4.3. If in any game of the Championship Competition the score at the end of full time is drawn then ten (10) minutes each way will be played. If at the end of extra time the score is still drawn then a penalty shoot-out will occur.

8.3.4.4. Stoppage time will be played in all Premier League and Super League Championship games.

8.3.5. Premier League and Super League players may be freely transferred between first grade and reserve grade, except for the final five (5) games of the Premiership Competition



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- 8.3.5.1. For the final five (5) games of the Premiership Competition, those players who play in first grade three (3) of the final five (5) games will be ineligible to play in reserve grade for the balance of the Premiership and Championship Competitions.
 - 8.3.5.1.1. Any breach of By-Law 8.3.5.1 will result in a forfeit by the Reserve Grade team, and subject to fines as per By-Law 13
- 8.3.5.2. A player is deemed to have taken the field and played in a match if the player is listed on the team sheet, in accordance with By-Law 8.8.
- 8.3.5.3. A player that is ineligible to play in reserve grade under By-Law 8.3.5.1, is permitted to play as goalkeeper in any subsequent reserve grade game/s, but that player is not permitted to play in any position other than goalkeeper in the reserve grade game/s.
- 8.3.5.4. Goalkeepers must be marked as “GK” on the team sheet.
- 8.3.6. The team finishing last in the Premier League First Grade premiership to be relegated to Super League. The team finishing first in the Super League First Grade Premiership to be promoted to Premier League and the team finishing last in Super League First Grade to be relegated to the All Age competition.
- 8.3.7. In the event of a Club being unable to provide sufficient players to take the field in both the reserve and first grade games and therefore wishing to forfeit one game, the Club can only forfeit the reserve grade game.
 - 8.3.7.1. Should a Premier League or Super League squad forfeit 2 or more games in a season due to insufficient available players, the Club must present a case to the MC for their inclusion in the Premier League or Super League Competitions for the following season. The MC will then determine if the said Club be relegated to the All Age Competition for the following season.
- 8.3.8. No Club shall be represented by more than one team in the Premier League and Super League competitions.

8.4. SUBSTITUTION & INTERCHANGE

- 8.4.1. “Interchange/Substitution zone” will be an area one metre either side of the half-way line.
- 8.4.2. An interchange/substitution is one which is made when the ball is out of play and for which the following conditions shall be observed –
 - 8.4.2.1. The referee must be informed before any proposed interchange/substitution is made.
 - 8.4.2.2. The player leaving the field shall do so from the touch line crossing over at the sector called the interchange/substitution zone.
 - 8.4.2.3. The player entering the field shall do so from the interchange/substitution zone but not until the player leaving the field has passed completely over the touch line.
 - 8.4.2.4. A player nominated for interchange or substitution shall be subject to the authority and jurisdiction of the referee whether called upon to play or not.
 - 8.4.2.5. The interchange/substitution is completed when the player who was off the field, enters the field.



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- 8.4.2.6. For games where interchange applies, the number of interchanges made during the match is unlimited and can be made at any time during the match, subject to the authority and jurisdiction of the referee. A player who has been replaced may return to the field for another player.
- 8.4.2.7. For games where substitution applies, substitutions can be made at any time during the match, subject to the authority and jurisdiction of the referee. Once a player has been substituted he/she may not retake the field.
- 8.4.2.8. If during an interchange or substitution, an interchange/substitution player enters the field before the replaced player has completely left the field, the referee shall ensure the replaced player leaves the field, caution the interchange/substitution player and then restart the game.
- 8.4.2.9. If during an interchange/substitution, an interchange/substitution player enters the field or a replaced player leaves it from a place other than the interchange/substitution zone, the referee shall caution the offending player.
- 8.4.3. In “Over Age” grades unlimited player interchange is permissible at any time during the game. No more than eighteen (18) players may participate in any match for any one team. More than eighteen (18) names appearing on a team sheet will constitute a fine against that team as per By-Law 13. Where the opposition Manager believes that a team has actually played more than eighteen (18) players, he shall inform the Referee who shall note this on the back of the team sheet. The team playing more than eighteen (18) players may be subject to a forfeit at the discretion of the GPT.
- 8.4.4. In grades Under 12 to All Age, unlimited player interchange is permissible at any time during the game. No more than sixteen (16) players may participate in any match for any one team. More than sixteen (16) names appearing on a team sheet will constitute fine against that team as per By-law 13. Where the opposition Manager believes that a team has actually played more than sixteen (16) players, he shall inform the Referee who shall note this on the back of the team sheet. The team playing more than sixteen (16) players may be subject to a forfeit at the discretion of the GPT.
- 8.4.5. In Premier League Reserve Grade and Super League Reserve Grade, unlimited player interchange is permissible at any time during the game. No more than sixteen (16) players may participate in any match for any one team. More than sixteen (16) names appearing on a team sheet will constitute a forfeit against that team.

8.5. PLAYER IDENTITY CARDS:

- 8.5.1. All competitions are played under the Photo ID system.
- 8.5.2. Only current year Photo IDs issued by the Association are permitted to be used.
- 8.5.3. Each team manager shall present the Photo IDs for every mentioned player on the team sheet to the opposition manager for checking prior to the commencement of the game. The opposition manager has the right to sight any or all of the players for verification against the Photo ID photograph. If the opposition manager contests the identity of a player, the manager should note on the back of the teamsheet that they contest the identity of the player, noting the name and ID of the player from the teamsheet.
- 8.5.3.1. If Photo IDs are not available for inspection prior to the start of the match, the game shall be forfeited by the offending team. The opposition manager must



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advise the referee of the situation and at that time the referee shall write on the back of the team sheet that the Photo IDs were not produced making sure he/she signs the notation. The teams may then play a friendly game.

- 8.5.4. No protests will be accepted regarding player eligibility and identity if Photo IDs are not checked prior to the start of the game.
- 8.5.5. Should an Photo ID not be available for an individual player, then said player shall not be eligible to take the field in any game.
- 8.5.6. Photo IDs for players, substitutes and interchange players that arrive after the opposition manager has sighted the team Photo IDs, must be produced to the opposing manager before the player, substitute/interchange player takes the field of play, provided that the team's Photo IDs were checked prior to the commencement of the game.
- 8.5.7. A manager has the right, at any time during the game, to request from the opposition manager the Photo IDs for that particular team if he/she has any doubt about the eligibility of any player on the field, provided that the Photo IDs were checked prior to the commencement of the game.
- 8.5.8. Photo IDs may be inspected by any Director of the Association at any time during the game.

8.6. PLAYING OUT OF GRADE

- 8.6.1. A player may play for his/her Club in a higher grade or in the same grade and higher division than the one which he/she was originally registered provided that –
 - 8.6.1.1. No more than five (5) players that are registered to play in the FNSW Regional Conference in any age group, may play in any single match.
 - 8.6.1.1.1. Any team proved to have breached By-Law 8.6.1.1 shall forfeit that match as per Clause 8.7.5. For the purpose of this Clause, any player who's name appears on the teamsheet, and not suitably deleted as per Clause 8.8.6.1 or 8.8.6.2, shall be deemed to have participated in the match.
 - 8.6.1.2. Upon playing up a sixth game in a higher grade/division, a player shall continue to play in the higher grade/division he/she played in on the sixth occasion and shall not be permitted to revert to any lower grade/division.
 - 8.6.1.2.1. Where a player that is registered to play in the FNSW Regional Conference is required to register in a higher grade/division as per Clause 8.6.1.2, the Club shall register that player in a higher grade/division than he/she played on the sixth occasion, or register other players that are registered to play in the FNSW Regional Conference in a higher grade/division, such that there is no breach of Clause 2.3.1.
 - 8.6.1.3. Except for Premier League and Super League, a limit of five (5) players shall be allowed to play up in a match for the same team per round as conducted by this Association.



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- 8.6.2. Any player playing out of grade in a higher grade or the same grade in a higher division than his/her registered team, must have his/her name, ID number, and registered grade and division noted in the appropriate columns on the team sheet.
- 8.6.3. It is the responsibility of all Clubs to keep a record of all players playing out of grade. The Club must then notify the Association in writing when a player has played his/her 6th game out of his/her original grade/division and also the grade/division in which the player played his/her sixth game. The Association will then issue a new Photo ID for that player.
- 8.6.3.1. To facilitate the administration of this provision, the Association shall notify a Club in writing whenever the Association becomes aware that one of the Club's players has played in a higher grade/division four (4) times out-of-grade in the season.
- 8.6.4. During Championship/Pennant matches, a player in Under 11 to Under 17 grades may only play out of grade in a division higher than or equal to their own registered team's division if playing in the next higher grade. These players can play in any division, if playing two grades higher than their own team's registered grade.
- 8.6.5. Players registered in Over 45 Division 1 are not permitted to play out of grade in any Over 35 Division except Over 35 Division 1.
- 8.6.6. Players in Over 35 Division 1 are not permitted to play out-of-grade in All Age Division 5 or lower.
- 8.6.7. Players who are over the age of 40 on 31st December in the previous year who register as players in the Over 35 or All Age competitions will be noted by the Association as an "Over 40" player.
- 8.6.7.1. "Over 40" players that are not registered in Over 35 Division 1 or All Age Division 1, will be eligible to play for their Club as a substitute/interchange player in any division of Over 35, except for any Championship or Pennant Competition matches.
- 8.6.7.2. "Over 40" players registered in All Age Division 1 will only be eligible to play for their Club as a substitute/interchange player in Over 35 Division 1. "Over 40" players registered in All Age Division 1 are not eligible to play for their Club as a substitute/interchange player in Over 35 Division 1 in any Championship or Pennant Competition matches.
- 8.6.8. Players who are over the age of 50 on 31st December in the previous year who register as players in the Over 45, Over 35 or All Age competitions will be noted by the Association as an "Over 50" player.
- 8.6.8.1. "Over 50" players who are not registered in a Division 1 team, will be eligible to play for their Club as a substitute/interchange player in any division of Over 35 and O45, except for any Championship or Pennant Competition matches.
- 8.6.8.2. "Over 50" players registered in All Age Division 1 are eligible to play for their Club as a substitute/interchange player in Over 35 Division 1 and O45 Division 1, except for any Championship or Pennant Competition matches.
- 8.6.9. A maximum of five (5) eligible upgraded players can be used by an Over 35 or Over 45 team in any one game. Of these five (5) upgraded players a maximum of two (2) are eligible to



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play “down” in grade or division as an “Over 40” player (By-Law 8.6.7 for Over 35 games) OR as an “Over 50” player (by Law 8.6.8). For the purpose of this By-Law, a player who is both an Over 35 player registered with a lower Over 35 Division, and an “Over 40” player OR an “Over 50” player, shall be considered an upgraded Over 35 player.

8.6.10 To avoid doubt, By-Law 8.6.1 applies to all Over 35 matches.

8.6.11. Players eligible to play in the Over 45 competition but who are registered in Over 35 or All Age competitions will be noted by the Association as eligible “Over 45” players. Subject to this By-Law, these players will be eligible to play for their Club as a substitute/interchange player in any division of Over 45 equal to or higher than the Over 35 Division or All Age Division in which they are registered.

8.6.12. No more than two (2) Over 45 players (as per By-Law 10) can play in any one Over 45 game.

8.6.12.1. If an Over 45 team is significantly affected by injury, the Club may put a letter to the Competitions Director requesting approval to play in that team more than the two Over 45 players from an Over 35 team permitted by By-Law 8.6.12. The Competitions Director will approve a request under this By-Law only in exceptional circumstances, and the Competitions Director’s approval will specify whether approval is given for a particular game or a specified period.

8.6.13. To avoid doubt, By-Law 8.6.1 applies to all Over 45 matches

8.7. FORFEITS

8.7.1. Matches shall be played on the ground set down by the Association and shall commence at the official kick-off times. Any team failing to play its match as set down shall be deemed to have forfeited the match. Where a club is aware that a team will forfeit, the club must notify the Office of the Association of the forfeit by 4.00pm on the Friday immediately preceding the game.

8.7.2. In all grades, if a team is unable to field at least seven (7) of its registered players at the scheduled starting time, then such team will be deemed to have forfeited the match. No grace period shall be permitted.

8.7.3. Where a team loses enough players in a match that are unable to return to the field due to injury, send-off etc, such that it can no longer field seven (7) of its own registered players then the game shall cease and the referee must record the fact on the back of the Team Sheet. The result of the match shall be at the discretion of the Competitions Director.

8.7.4. Teams forfeiting on two consecutive occasions without satisfactory reason may be removed from the competition by the GPT.

8.7.5. Any team that forfeits a match shall be fined in accordance with By-Law 13. A forfeit fee will not apply where three (3) business days advance notice is given to the Association

8.7.6. Any team which plays an ineligible player, suspended player, or a player who is not registered with the Association shall be deemed to have forfeited that match.

8.7.7. Where a team forfeits a match, such match shall be treated as a game by the opposing team for all purposes of these By-Laws and Schedules.



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- 8.7.8. **State Competitions:** Where a club which has agreed to represent the Association in a State Competition forfeits a State Competition match, the Club will be charged any amount imposed by FNSW in respect of the forfeit.

8.8. TEAM SHEETS

- 8.8.1. In all competition matches, except Championship Finals, the first team mentioned in the draw shall, at least five (5) minutes before the scheduled start of the match, hand to the Referee a team sheet duly completed by both teams.
- 8.8.2. In Championship Finals, each team shall complete the team sheet held by the Association Officials at the ground with their own team's information at least thirty (30) minutes prior to kick-off.
- 8.8.3. A player may take the field at any time during a game subject to the authority of the Referee. If the player's details are not noted on the team sheet, the player must ensure they are noted at that time, or as instructed by the Referee.
- 8.8.4. All team sheets are to be posted or delivered to the Association following the completion of each game and are to be posted so as to reach the Association no later than the mail each Tuesday following the weekend game.
- 8.8.5. Prior to the manager signing the team sheet at the conclusion of the game, the referee shall enter on the said team sheet, beside the name of players, the code for any caution and/or send off issued during the game.
- 8.8.6. All upgraded players listed on the team sheet will be deemed to have played in the match.
- 8.8.7. Players entered onto the team sheet, but who will not participate in the game, must be crossed off the teamsheet. The manager shall, before handing the teamsheet to the referee, do so by ruling a line completely through the entire row containing the player's name.
- 8.8.7.1. Players entered onto the team sheet, but who do not take the field in the game, may be crossed off the teamsheet after the completion of the match. The manager shall, in the presence of the referee, do so by ruling a line completely through the entire row containing the player's name.
- 8.8.8. In Premier League and Super League all players listed on the team sheet will be deemed to have played in the match.

8.9. REFEREES

- 8.9.1. Where possible, a referee shall be appointed for each match by the Referees Association, or by this Association.
- 8.9.2. Where no official referee is available, it shall be the duty of the two team managers to reach a decision and appoint a substitute referee or referees (one each half). If no decision can be reached, each manager must referee half a game. Both managers should sign the team sheet after the match.
- 8.9.3. The person or persons who referee the match have the same authority and rights as an official referee, including, but not limited to, cautioning or sending off a player and submitting incident reports. The person or persons who referee the match should sign the reverse side of the team sheet, noting any cautioned players, players sent from the field or incidents as appropriate, and return same to the home Team Manager who shall ensure that it is returned to the Association by the following Tuesday.



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- 8.9.4. Where an active, qualified member of the Referees Association is present at the ground, that referee has the right to referee the match, providing that the match is at the level of game the Referees Association member normally covers.

9. DISCIPLINE

This By-Law defines how grievance or disciplinary matters are dealt with.

- 9.1. All aspects of grievance and disciplinary matters are set out in the Association Grievance and Disciplinary Regulations attached as a Schedule to these By-Laws. The Schedule is to be read in conjunction with these By-Laws and the Association Constitution.

10. PROTESTS/APPEALS

This By-Law defines how Clubs or players may appeal decisions of the Association or constituted bodies of the Association.

- 10.1. All appeals or protests will be conducted in accordance with the Association Grievance and Disciplinary Regulations set out in the Schedule to these By-Laws. The Schedule is to be read in conjunction with these By-Laws and the Association Constitution.
- 10.2. All appeals will be heard under the Association Appeals Procedures as drawn up by the Association. A copy of these procedures shall be provided to all appellants.

11. PERPETUAL TROPHIES

This By-Law defines the management of perpetual trophies

- 11.1. Clubs shall return to the Association, by 30th June in each year, any perpetual trophies presented to their teams for the previous season. Clubs failing to return same by the said date will incur a fee per trophy as prescribed in By-Law 13.

12. SPECIAL COMPETITIONS

This By-Law allows the Associations to run competitions other than those described elsewhere in these By-Laws.

- 12.1. The Association may conduct special competitions under such rules and conditions as are directed by the MC.



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13. FEES AND FINES

This By-Law defines the fees and fines that may be applied to Clubs, teams or players in accordance with general By-Laws.

13.1. GHFA Forfeit Fees:

Under 6 to Under 8	\$15.00
Under 9 to Under 11	\$20.00
Under 12 to Under 14	\$25.00
Under 15 to Under 16	\$30.00
Under 17 to AA	\$75.00
Over 35 to Over 45	\$75.00
Premier League & Super League	\$100.00

In addition to the above fees, if notification of such forfeit is NOT given to the Association by 4.00pm on the Friday preceding the game then the team forfeiting shall also be liable for the appropriate match officials' fees for the forfeited game.

13.2. Protest Fee: \$200.00

13.3. Appeal Fee: \$250.00 (\$100 of which is not refundable)

13.4. Late Team Registration Fine: \$100.00

13.5. GHFA General Fines:

Undressed grounds	\$50.00
No match ball	\$10.00 per team per match
No, late or incorrect result submitted to GHFA	\$10.00 per team per match
Non-attendance at MC Meeting	\$50.00
More than the allowed players on teamsheet	\$5.00 per team per match
Non-numbered shirts	\$5.00 per team per match
Missing shirt numbers on teamsheet	\$5.00 per team per match
Missing player ID numbers on teamsheet	\$5.00 per team per match
Missing upgraded player's team on teamsheet	\$5.00 per player per match
No Team Official ID (Armband)	\$5.00
No Alternate Strip	\$50.00 per team per match
Failing to return perpetual trophy by due date	\$100.00 each trophy

13.6 The MC shall have the power to waive any fees or fines.

13.7. State Competitions:

13.7.1. Failure to notify results by the prescribed time in the prescribed manner - \$250 (or such other amount as FNSW may impose)

13.7.2. Forfeit Fee - \$250 (or such other amount as FNSW may impose)

13.8. Fines for non-competitive football shall be \$5.00 per infringement except where varied by By-Law 7.15 or By-Law 13.1.

13.9. Fine for not complying with Strip & Sponsorship (see By-Law 5.3.1) shall not exceed \$500.