



# **Player Identification & Team Sheet Regulations V.2015.02**

## **Revision Table:**

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# PLAYER IDENTIFICATION & TEAM SHEET REGULATIONS

## 1. PLAYER IDENTIFICATION

### *1.1 IDENTITY RULES*

- a. All games shall be played using identification cards issued by the Association to players and club officials to validate the player's eligibility.
- b. The association shall produce an Identity card each season for players and team officials. An ID card is not valid unless it is the current association ID card.
- c. ID cards shall not be accepted with any alterations whatsoever.
- d. It shall be the responsibility of team managers to inspect their opposition's ID cards against the team sheet, and players, prior to the match, and sign the team sheet to indicate the opposition's team ID cards have been sighted
- e. Failure to check ID cards, as in the preceding paragraph, may incur a fine.
- f. No protests shall be accepted regarding player eligibility if ID cards are not checked prior to the player taking the field.
- g. The team manager or coach may make a request for a further identity check at any time prior to the completion of the match.
- h. Failure by the opposition to provide the ID card and identify the player must be notified to the Operations Manager or designated person within 48 hours of the completion of the match and may be subject to disciplinary action.
- i. No player shall take the field of play unless:
  - i. The player's ID card is present at the game;
  - ii. The player's ID card has been checked by the manager or official from the opposing team; and
  - iii. All information has been entered on the team sheet.
  - iv. A player's ID must be checked and processed before they take the field. This may be carried out prior to kick off and again at half time for late arriving players.
  - v. Late arrivals must wait until the ID check has been carried out at half time before they take the field.
- j. If a team fails to produce their ID cards prior to the match:
  - i. The offending team shall be deemed to have forfeited the match; and
  - ii. The opposing team shall be credited a Win on forfeit (result shall be recorded as a 3-0 win).

- k. When ID cards are not available prior to the match, teams are not permitted to play the game as a competition game. A fine for both teams may be imposed for non-compliance with this rule.
- l. Teams wishing to play a non competition fixture must seek a sanction from the Competition Manager before taking part in any friendly fixtures.

### *1.2 PLAYING UNDER AN ASSUMED NAME*

- a. Any player found guilty of playing under an assumed name, shall:
  - i. Be suspended for a (minimum) period of twelve months;
  - ii. Incur a fine as indicated in the section of the by-laws relating to fines; and
  - iii. The team shall lose any points gained from the games in which the player participated. Points will be awarded to the opposition team, with a maximum of three (3) points per game being awarded to the opposing team. (Move to Team Sheet rules)
- b. Any team manager or coach found guilty of playing a player under an assumed name shall be suspended from all football activities for a period of not less than twelve months.

## 2. TEAM SHEETS

### *2.1 TEAM SHEET RULES*

- a. Team sheets for all competition and U11 games will be generated by clubs using the competition program facilities made available to them by the Nepean FA.
- b. The home club shall be responsible for all team sheets of all their team's games.
- c. The team sheet will list all of the eligible players for the team.
  - i. If a player's name is not printed on the team sheet, they are not eligible to play for the team. Under no circumstances should a player's name be manually added to the team sheet, with the exception of eligible upgrades from another team. Players added to the team sheet may be treated as ineligible players and if found to be ineligible, will incur a fine and loss of points.
- d. The home club is responsible for the organisation of team sheet distribution and collection from their teams and the timely delivery of team sheets, in accordance with the rules, to the Association's office
- e. The name of the ground official is to be printed on the team sheet in the space provided prior to the start of the game.
- f. The team sheet must be completed and handed to the referee prior to the scheduled kick off time.
- g. No alterations to the team sheet are allowed after the game has commenced except to carry out half time ID check of the arrival of late players.
- h. Either team representative may inspect the team sheet during the half time break of the game, upon request.
- i. The Marshal's from both teams shall print and sign their names on team sheets in the space provided.
- j. At the end of the match both teams are to sign the team sheet signifying that the score is correct. Signing of a team sheet at the end of a match is not an indication that either club participating will not protest the result or that the information contained on the sheet has been completed by the referee.
- k. It is the responsibility of the home team manager to return the completed team sheet to the home club.
- l. Team sheets for all matches must be delivered by the home club to the association's office no later than 7.00 pm on the Tuesday following the match. Delivery methods may be in person, posted or sent electronically to the association.
- m. In all instances where team sheets are sent electronically, the club is responsible for ensuring that the original team sheets arrive at the association office within seven days of the match.

- n. If a team sheet is not at the association office within 7 days of the match, the home team shall be fined and incur LOSS OF POINTS. In the event of multiple team sheets not arriving, the MC has the authority to limit the total fine.

## *2.2 INSTRUCTIONS FOR THE COMPLETION OF THE TEAM SHEET*

- a. Team sheets, generated by clubs from the facility provided by the Association are the only acceptable team sheets to be used at any NFA fixture.
- b. Failure by the home team to provide an acceptable team sheet will result in a forfeit win awarded to the away team.
- c. Do not use water soluble pen. If a sheet is judged to be illegible by the association team sheet scrutineer, the club shall incur a \$50 fine.
- d. Do not use lead pencil or correction tape or liquid. If either is used, the offending team will incur a fine and loss of points. A 3-0 win will be awarded to the opposition team. If both teams offend, both teams shall incur a fine, no score will be entered and neither team shall be awarded points
- e. In the team's relevant section of the team sheet the manager will:
  - i. Enter shirt numbers against a maximum of 16 players.
    - a. If shirt numbers are entered against more than 16 players, the 17<sup>th</sup> and any subsequent players will be deemed to be ineligible players. This will incur a fine for each ineligible player and the loss of points for the game.
    - b. Players entered on the team sheet as upgraded players will be counted in the total number of players.
  - ii. If players are upgraded from another team, enter their details in the upgrade section of the team sheet and record the shirt number, player's name, registration number and team from which the player is being upgraded.
  - iii. The name of the registered team coach and manager will be printed on the team sheet in the space provided. In the event that either the registered coach and/or manager are not in attendance, the substitute coach and/or manager should print and sign their name in the space provided.
  - iv. Enter the team marshal name. The marshal is to sign in the space provided.
  - v. Both team managers must do this and allow reasonable and sufficient time for the opposition team manager to complete their tasks.
- f. Both managers need to inspect the identities of the opposition team and make certain the players listed are present; wearing the allocated shirt number and initial the team sheet next to each player that has been sighted.
- g. It is the responsibility of both managers to ensure that the opposition checks are done correctly and that the team sheet is completed accurately.

- h. Fines will be levied against any team that does not correctly complete the team sheet or check the opposition player correctly.
- i. In the event that a shirt number is recorded on the team sheet, for which there is no opposition managers initials to show that it is checked both teams will be fined for non compliance.
- j. If any mistakes are made in completing the team sheet the team manager may correct the mistake as soon as it becomes evident. Any corrections must be countersigned by both Managers.

### 2.3 TYPES OF TEAM SHEET ERRORS

If the marshal name is not clearly recorded	Administration error fine
If the marshal has not signed team sheet	Administration error fine
If the score check is not signed	Administration error fine
If a players is listed in the upgrade players section of the form with no shirt number	Administration error fine
Incorrect player registration number	Administration error fine
Ineligible Player. The omission of an upgraded player's registration number where the Player ID has not been confirmed by the opposition manager	\$50 fine and loss of points
Where a registration number is missing and the opposing team manager has initialled the team sheet stating that ID cards has been sighted	Both teams will receive a \$10 fine per instance.
If the team from which a player is upgraded from is not recorded	Administration error fine
If a player is upgraded in breach of the upgrade rules	Ineligible player fine and loss of points
If the total number of players with shirt numbers in the player details section of the form plus the players in the upgrade section of the form exceed 16	Ineligible player fine for each player above 16 and loss of points
If manager does not sign the form	Administration error fine
If a substitute team coach and/or manager does not print & sign their name	Administration error fine
If the coach does not sign the team sheet	Administration error fine
Failure to initial player ID check	Administration error fine to both clubs
Changing details on a team sheet after the game is completed without the agreement and counter-signature of the both team managers	Fine and loss of points to the offending team.
Use of correction tape, correction fluid or pencil	Fine and loss of points
Use of water soluble pen that renders a team sheet detail illegible	Fine and loss of points
Playing an unregistered player	Fine and loss of points



## *2.4 TABLE OF PENALTIES RELATING TO TEAM SHEET AND PLAYING COMPLIANCE*

1.	Playing an unregistered or suspended player: <b>Loss of Points</b> and Fine \$200 Competition points will be awarded to opposition team
2.	Playing an ineligible player – <b>Loss of Points</b> and Fine \$50 Competition points will be awarded to opposition team.
3.	Any team forfeiting a game – Automatic Loss of Points plus Fine as set out here-under. Any competition team forfeiting Fine \$100 Any non competition team forfeiting fine \$25  Referees & Assistant Referees Fees: where applicable, will be paid by the forfeiting club. Due to scheduling timing, referee fees may be applied irrespective of what period of notice was provided by the club forfeiting.  Competition points will be awarded to opposition team in all cases where a team forfeits.
4.	Team Sheet incorrectly filled in (Administration Error): Fine \$5 per error, maximum \$50 per team sheet per club. The maximum penalty of \$50 applies only to administration errors.
5.	Team Sheet not arriving at association office by Tuesday following game – Fine \$25 per team sheet.
6.	Original Team Sheet not arriving by 7 days following the game, Loss of Points to the home team and a fine of \$100 per team sheet.
7.	Team Sheets made illegible in any part due to the use of soluble ink pen or felt nib pen – Fine \$50
8.	Use of Liquid Paper, Correction Tape or Pencil on Team Sheets – Fine \$100 plus <b>Loss of Points</b> to offending team (if they won).  Competition points will be awarded to opposition team.  In the event of both teams offending, no score will be recorded and no points will be awarded.
9.	Team sheet not noting “I.D. Cards not sighted” – Fine \$5
10.	Team sheet not signed and printed by a team marshal – Fine \$5
11.	The omission of players’ registration numbers in the upgrade section shall be deemed to be due to the card(s) not being available and will be treated as ineligible player.  If the opposing team manager has signed the team sheet stating that ID cards have been sighted, the total fine shall be divided evenly between the two offending clubs.
12.	There are sixteen name spaces on a team sheet. This is the maximum number of players eligible to participate in a competition match. Any additional inclusions shall be ineligible and shall be dealt with under point 2.

## *2.5 EXTRA INFORMATION REGARDING TEAM SHEET ERRORS*

- a. Administration Error fines are set at \$5 each.
- b. Administration errors for the first three weeks of competition will not be penalised by a fine. However, clubs will be formally notified each week of the Team Sheet Error Report with the Fines recorded.
- c. Administration errors include
  - i. omission of ground details if changed from those appearing on the original team sheet,
  - ii. omission of kick off time if changed from those appearing on the original team sheet
  - iii. failure to clarify Prem or Prem Res Division,
  - iv. Incorrect names or errors in ID or shirt numbers.
- d. It shall be the responsibility of each club to provide team managers and coaches with a copy of these fines prior to the start of each season. It is also incumbent on club management committees to provide sufficient training to team officials in the correct procedures for completing team sheets.