

THE AUTHOR OF THIS DOCUMENT BELIEVES THAT THE INFORMATION CONTAINED WITHIN IT REFLECTS THE TRUE POSITION OF THE CDSFA RULES.

HOWEVER, THE ULTIMATE AUTHORITY FOR THE IMPLEMENTATION AND INTERPRETATION OF THE RULES ARE THE “*RULES OF THE ASSOCIATION*” AND THE “*CONSTITUTION*” OF THE ASSOCIATION.

IF IN DOUBT THE *RULES OF THE ASSOCIATION* AND THE *CONSTITUTION* OF THE ASSOCIATION SHOULD BE CONSULTED.

THIS DOCUMENT IS MEANT ONLY AS A SIMPLIFICATION OF THE RULES

FREQUENTLY ASKED QUESTIONS

1. On what day of the week does my age division play and on what field size?

Rule 1. 1.2

Age Division	Time	Field Size
Males/Mixed		
All Age Men (including Over 35s, 45s, and 50s)	Friday & Saturday	Full
All Age Men Sunday competition	Sunday	Full
Under 8 and Under 9 mixed	Saturday	Mini 40x30m
Under 10 and Under 11 mixed	Saturday	Half
Under 12 mixed	Sunday	Half
Under 13 to Under 21 boys/men	Sunday	Full
Under 6 and Under 7 mixed	Saturday	Small 30x20m
Females		
All Age Women (including Over 35s)	Sunday	Full
Under 10 to Under 12 girls	Sunday	Half
Under 13 to Under 19 girls/women including WIL	Sunday	Full
Under 6 and Under 7 Girls	Sunday	Small 30x20m

Notes

- Girls can play in mixed teams up to and including under 13s.
- Catch up games may be played on any Saturday or Sunday or during the week

2. How long does my game go for and what size ball should I use?

Rule 1.10

Age Groups	Duration	Ball Size
All Age men & women (including Over 35/45/50)	45 minutes each half	5
Under 17	40 minutes each half	5
Under 15 and Under 16	35 minutes each half	5
Under 14	30 minutes each half	5
Under 13	30 minute each half	4
Under 10 to Under 12	25 minutes each half	4
Under 8 and 9	20 minutes each half	3
Under 6 and 7	20 minutes each half	3

Note – No stoppage time is played except in finals series for competitive age groups ages 12 and over

3. Where should corner kicks be taken?

Rule 8.6

- For the following age groups corner kicks are taken 7 metres from the edge of the penalty area: Under 13 boys/mixed, Under 13 girls , Under 14 girls
- All other age groups take a corner kick from inside the 'full field' corner area.

4. How is my team graded?

Rule 4.1, 4.2

- Clubs submit a grading sheet for each team to the Association by the first Sunday in March. This grading sheet must contain the appropriate number of names for that age group, and history for at least the last two years of each player listed, so as a proper grading may be done (See Rule 4.1.4)
- The following Tuesday each Grading Committee (there is a separate one for Juniors, Youth, Seniors, and Women). Each Committee consists of members who are nominated by the clubs.
- The Grading Committees send to the clubs provisional grading sheets once the grading is done on the Tuesday evening.
- Clubs may be able to appeal against this original grading by using the appropriate form. The Grading Committees will meet to hear any appeal and make a final decision
- The Grading Committees determine the number of teams in each age/division.

5. How many games will I play during the season?

Rule 1.4.1

The number of games played during the season depends on how many teams are in your age division.

Teams in Division	Number of games
6 teams	15 games (3 rounds)
8 teams	14 games (2 rounds)
10 teams	18 games (2 rounds)
12 teams	16 games (1 round - 11 games - then split into 2 groups of 6)

NOTE: Depending on the weather all games may not be played. Most games affected by weather, outside competitions etc will be rescheduled

6. Are there special rules for Small Sided Games (Under 6's to Under 11's)

Rule 1.5

Yes.

- No points are recorded.
- Play need not be stopped to swap players. This can be done at any time.
- Only the registered coach can coach from the sideline.
- Players must not be placed deliberately offside.
- Coaches are not allowed on the field.
- All free kicks are indirect except for deliberate fouls in the penalty area.

7. How can I lodge a protest regarding my match?

Rule 1.15

- A protest regarding a match played must come via the club.
- Such protest must be lodged by 5:00 pm on the Monday following the match and accompanied by the fee set annually by the Board of Directors.
- The Secretary will send to all clubs involved in the protest the relevant details at least 72 hours prior to the protest being heard.
- No protest can be lodged in relation to Rules of the Game or on the interpretation of the Rules by a match official.

8. What do I do with my match sheets?

Rule 2.1, 2.2,1. 14.1

- Match sheets are managed electronically via the Dribl app
- The manager shall enter any player playing in a higher grade the name, age, and grade they play in on the match sheet
- If a player on the match sheet does not take part in the game their name should be struck from the list. If not, they are taken to have played in that game.
- Any injury can be submitted via an [online form](#).
- A manager can request any reasonable matter regarding the game to be entered on the match sheet.
- Both team managers must confirm the score at the end of the match and enter it in Dribl
- Scores must be entered by 6pm on match day
- If a match sheet is not completed correctly there is a fine.
- If a match sheet is not completed by 12pm Monday, there is a fine.

9. How many players can I register and how many can be put on the match sheet?

Rule 5.1, Rule 3.1

Age Group	Max. Match Sheet	Max. Registered Players	Recommended
Under 6 to 7	See note	Recommend 10 to 11	10
Under 8 and 9	11 players	11	10-11
Under 10 to 12	13 players	15	12-13
Under 13 to All Age	16 players	20	15-16 (18 for AA)
O35/O45/O50	16 players	22	18-22
BBC	16 players	22	16-18 (Core team)

Note – Match sheets are not required for under 6/7s

10. How are games decided in the Final Series?

Rule 1.7

- If a final match is a draw at the end of normal playing time 5 minutes each way of extra time is played (for Under 13 and Under 14) and 10 minutes each way for older age groups.
- If games are still a draw after extra time a penalty shootout is done, based on FIFA rules
- Stoppage time is played in final series games
- There is “Golden Goal” The first team to score in extra time is the winner of the game
- There are no replays in final series games unless the match is abandoned due to external factors. In this case the game is replayed in full and any send offs or yellow cards earned will stand in the replay.
- If a final series game is washed out and cannot be rescheduled, the highest ranked team entering the final series game after the normal rounds of games, entering the game shall be the winner (except for BBC and GMT)

11. How are places determined for the semi-finals?

Rule 1.8

Where teams finish the regular season on equal points the places on the competition table are determined by:

In matches between the tied teams only...

1. Competition points (i.e., how the teams fared against each other, excluding other teams), then if still equal
2. Goal difference

If still equal then teams are compared against all results in the year for that division:

1. Goal difference then,
2. Goals "for" then,
3. Number of matches won, then
4. Least number of red cards, then
5. Least number of yellow cards.

If all the above criteria are equal, a playoff game will be held during the week to determine who goes into the semi-finals.

12. What if I don't play all my games during the season, how are places determined for the semi-finals?

Rule 1.8

If not all games are played during the season, then the rankings of the teams are determined by dividing the number of points won by the number of games played (e.g. 36 points and 16 games played gives $36/16 = 2.25$). If still equal, the criteria for determining semi-finalists will then be used

13. When does the season start and end?

Rule 1.9, 1.6

- The competition commences on the first weekend in April and concludes on the last weekend in August
- Semi-finals commence immediately after the normal league rounds are completed.
Players should be prepared to play until the last weekend in August.

14. When are matches rescheduled?

Rule 1.9

- Washed out matches, games deferred because of external games etc will initially be rescheduled for the catch-up weekends set aside in the July school holidays and the June long weekend, or mid-week where possible.

- If additional games need to be rescheduled, these will be rescheduled for the alternate day that that age division plays on e.g., if a team normally plays on a Saturday, the rescheduled game will be put on a Sunday.
- Games may be rescheduled of an evening if grounds are available.
- If a field is washed out games may be rescheduled to another field on the same day.

15. Can I appeal against a rescheduled match?

Rule 1.9.4

- Clubs have 48 hours to appeal against a rescheduled match. The appeal must state the grounds of appeal and arrive at the Association office within 48 hours of the club being notified of the reschedule.
- Teams who have entered into an external competition (e.g. State Cup) have no right of appeal regarding a rescheduled match.

16. Can I change the time/date of a match between my team and another team?

Rule 1.9.3.6

Yes.

- Written notification, on the approved Association form, completely filled and signed by both parties must be received in the Association office at least 21 days prior to the date the match was originally scheduled for.
- Such matches as described above must be played by June 30.

17. What happens if I do not have enough players to start a game at the scheduled time, but I know other players will turn up?

Rule 1.11

- A maximum period of 10 minutes grace is allowed for a team to delay the start of a game so more players can turn up.
- Once the minimum number of players needed to start the game arrive as set out in Rule 5.1, the referee must start the game.
- If the game starts late the referee must reduce the time played.
- With reduced time, the match time of each half must be equal.
- If not enough players (under Rule 5.1) needed to start the game after the 10-minute grace period the team not having enough players shall forfeit the game.

Rule 5.1 Number of players needed to start a game

Age Group	Minimum Players
Under 6 and 7	Not applicable

Under 8 and 9	5
Under 10 to Under 12	6
Under 13 and above	7

Note – If during the game for Under 12s and above the number of players reduce below the minimum, the game will be deemed to be forfeited.

18. If my match is abandoned what happens?

Rule 10.2, 2.3

- If a match is abandoned, both clubs must submit within 48 hours to the Association a report stating the circumstances of the abandonment,
- If the match is abandoned because of violence, the referee must keep the ID cards of the players and forward them to the Association
- If a match is abandoned for other reasons than violence the referee shall return to the teams the player ID cards.
- The appropriate body (e.g., Fixtures Committee, Board) shall determine the outcome of the game e.g., replay, replay part of game, determine winner and award points, etc)
- If a game is abandoned for any reason except for violence, only that part of the game not played at the time of abandonment shall be replayed (i.e., if a game is abandoned in the 50th minute of a senior game, only 40 minutes will be played).

19. How can I forfeit a match?

Rule 1.16

- Forfeits must be notified by the Club Competition to the Association at least 48 hours prior to the scheduled starting time of the game.
- If less than 48 hours' notice is given the club is fined.

20. What happens to a player if he is sent off?

Rule 2.3, 6.2, 6.3

- The electronic card of the player will be automatically deactivated in Dribl for the length of the suspension.
- The player is automatically suspended for a minimum of one match and fined.
- The Judiciary Committee will hear the players send-off report the following Tuesday and determine a sentence. The player has no need to face the Judiciary at this time unless so requested by the Chairman of the JC
- The player may appeal the decision of the JC and appear the following Tuesday subject to paying a fee determined each year by the CDSFA.
- The player's card will be automatically reactivated once the suspension is completed

21. What about yellow cards?

Rule 6.1

- If a player accrues 5 yellow cards during the season, they are automatically suspended for one match.
- The player's club shall be notified of such suspension by Thursday prior to the match in which he is suspended.
- This includes finals series games.

22. What proof is needed by the club to prove a player's identity and age for registration?

Rule 3.4

- Certified copy of birth certificate
- Certified copy of baptism certificate
- Certified copy of current valid passport
- Certified copy of current driver's licence (over 18)
- Proof of identity card from RTA (over 18)

23. How do I register a player/official?

Rule 3.1

- Before a player/official can participate in the CDSFA competition they must be registered and have a valid ID card.
- Players/Officials are registered in Dribl.
- Registrations can commence immediately after grading, when the clubs know what team is in in what division. To be eligible to compete in the first-round registration data must be entered no later than 5:00pm on the Sunday following the first round of competition.
- Following the first round of competition, data must be entered no later than 7:00pm Wednesday so as the player is eligible to play the following weekend
- May 31st at 7:00pm is the closing dates for registrations, except for non-competitive grades
- A player cannot register with two clubs of two football Associations/organisations at the same time.

24. Can a team be regraded during the season?

Rule 4.2

- Under 8s to Under 12s are automatically reviewed on the weekend prior to the June long weekend.
- U13+ teams in a 12-team division will be split into two groups of six after the completion of Round 11 (i.e., have played each other once).

- 6, 8 and 12 team division teams in Under 13 to Under 17 may be regraded after 5 rounds if the team is clearly uncompetitive in that division.
 - Teams in senior age groups may be placed in a higher division if requested by that team.
- All re-gradings are at the sole discretion of the Grading Committee

25. How are ID cards used?

Rule 5.1

- No player can take the field unless they have a current CDSFA electronic ID card to present to the referee. No card, no play, no exceptions.
- Then referee of a match shall check the ID cards of both teams in the Dribl app prior to the match.
- Players arriving late shall have their ID card validated by the referee or assistant referee before they take part in the match.
- It is the responsibility of the team manager to ensure all valid players (included any borrowed ones) are included on the match sheet.

26. What are the rules if I am registered in one age group and want to play in a different age group?

Rule 5.2

- Junior players can play in their own age group or a maximum of 2 years above.
- If playing in a higher age group one year above (e.g., under 11 playing in under 12) then that player can only play in the equivalent age division or above (e.g., a 12/2 player can play in 13/2 or 13/1, but not in 13/3).
- If playing in a higher age group 2 years above (e.g., under 14 playing in under 16), the player can play in any age division that is not more than three divisions lower (eg an Under 14/3 can play in under 16/1, 16/2, 16/3, 16/4, 16/5, 16/6 but not 16/7)
- A junior player cannot play in an age higher than two years above the age group they are registered in.
- A player cannot play in a lower age group from which he is registered.
- A player cannot play for a team in the same division (e.g., an under 15/1B cannot play in Under 15/1A or vice versa)
- A female player may play in the next youngest age group in any division higher than two divisions below the players registered division (e.g., an Over 30/1 woman may play in AA Women Div. 3 or higher)

27. How old do I have to be to play in senior age groups?

Rule 5.2

Age Group	Condition
Over 35	attained the age of 35 by January 1 st of the relevant season
Over 45	attained the age of 45 by January 1st of the relevant season
Over 50	attained the age of 50 by January 1st of the relevant season

All Age/BBC	attain the age of 18 in the year of the relevant season
Under 21	attain his 18 th , 19 th , 20 th , or 21 st birthday in the year of the relevant season
WIL	attain her 15 th , 16 th , 17 th , 18 th , or 19 th birthday in the year of the relevant season

28. I play in the AA, Over 35, Over 45, or Over 50 - where else can I play?

Rule 5.2

- Players registered in AA, Over 35, Over 45, or Over 50 can only play in the age division in which they are registered (e.g., an AA player cannot play in Over 35, 45, 50), except if his team has been nominated from which to draw players for the BBC.
- No player can play for a team in a lower division from which they are registered (i.e., an over 35/2 cannot play in Over 35/3, Over 35/4, etc.) but can play in higher age division (e.g., over 45/3 can play in 45/2 and 45/1)
- Players registered in AA, Over 35, Over 45, or Over 50 cannot play in the AA Sunday competition and vice versa.
- Where a club has two or more teams in the same age division then players cannot play for a team in the same age division (e.g., a player registered in the AA3B cannot play in the AA3A and vice versa).

29. How many games can I play in a higher division?

Rule 5.2.9

- Once a player has played five games in a higher division they must stay in that higher division
- The player must be moved to the new team.
- If a player has played in a number of different higher age divisions, they must stay in the age/division in which they played his fifth match.
- State Cup and similar competition matches count towards the five-match limit.

30. Who can I play for in the final series?

Rule 5.2.10

- To play in a final series, a player must have played a minimum of 3 games for that particular team.
- A player can only play for one team in the final series.
- If a player is eligible to play in a higher age/division team in the finals they must be moved into that team.

31. How many replacements can I make during a match?

Rule 5.3

- CDSFA has unlimited interchange for all Age Groups (i.e., players may be change as often as desired).
- Interchange must only be in stoppages of play and when allowed by the referee and substitutes must enter the field from within one metre of the halfway line for competitive teams (after the player being substituted has left the field). The player being substituted must leave the field at the closest available point.

32. What happens if a referee does not turn up to referee my match?

Rule 7.2

- If an official referee does not arrive to referee your match, both parties must agree on a person to referee the match.
- It is the home team's responsibility to source a volunteer referee in the first instance.
- If both teams cannot agree on a suitable person to referee the match, then:
 - i** The game shall not proceed
 - ii** Both teams shall forward to the Association (via their clubs) within 48 hours a report indicating why the match was not played.
 - iii** The Fixture Committee shall decide the outcome of the match.
- Where a person is appointed to referee the match, he shall have all the powers of an official referee.

33. Who provides Ground Officials?

Rule 7.4

- For each field used by a club, that home club must provide at least one ground official.
- If a game is played on a neutral ground each team is required to provide a ground official.
- The ground official must be clearly visible and be identified as the official.

34. Do I have to rope off our fields?

Rule 8.2

- Mini fields do not need to be roped off.
- All other grounds must be roped off to a minimum of two metres to the extremities of the Penalty areas and at least metre high.
- There is a fine if a ground is not roped adequately.

35. Who is allowed inside the ropes/technical area?

Rule 8.3

- Any person inside the ropes/technical area must have a current CDSFA ID card.
- Only coaches/manager/players in playing strip are permitted inside the ropes/technical area.
- A maximum of 2 officials (managers/coaches) are permitted within the ropes/technical area.
- No person can stand behind the goal or within 15 metres of either end of the penalty area.
- The referee may stop the match and remove any person to behind the ropes if he decides that it is necessary for the efficient management of the game.

36. If the colour of shirts clash who has to change?

Rule 8.8

- For games between two different clubs, the home team (first team mentioned on the team sheet) must change their shirts.
- For club derby games (where both teams are from the same club), the away team must change their shirts.