



Baptist Football Queensland 2010 Charity Shield Rules

Purpose of the BFQ Charity Shield

The Charity Shield competition is run by Baptist Football Queensland at the commencement of each season and has five primary aims:

1. To assist the executive of BFQ in its decision making process with regard to the grading of teams for the upcoming season. All clubs should bear this in mind when selecting players for the competition. Each team should be made up of the players who are most likely to play in that team during the regular season. The first week of competition is used by the executive to place existing teams against new teams. This gives the executive a valuable tool in its decision making process for placing teams in appropriate divisions for the regular season. **Please ensure that if you are entering multiple teams into the Charity Shield competition that you grade your players accordingly.** E.g. Kenmore 1 would be considered to be the best side Kenmore could put on the park that day, Kenmore 2 the next best, Kenmore 3 the next. This ensures that the executive is able to get a better total view of individual teams competitiveness against other sides.
2. To raise some much needed funds for organizations that are actively involved in the care of others less fortunate financially than ourselves.
3. To encourage teams to fellowship with each other in a friendly carnival environment.
4. To experiment with any new rule changes that may be being introduced to the competition for the first time.
5. To grade and evaluate referees and assistant referees for the upcoming season.

Charity Shield Rules

The rules of the game shall be as published in the available current issue of the "The Laws of the Game" (F.F.A.) and as altered from time to time by the executive of BFQ.

Deviations from those rules for Charity Shield games currently include:

- a. The Unlimited Substitution rule. Each team on a given game day shall be allowed to play an unlimited squad of players. At any one time only a maximum of 11 players per team shall be allowed to be on the field of play. However players may be substituted on an unlimited basis. Substitute Players may only enter the field with the permission of the Referee at the centre line of the field after the original player has left the field of play.
- b. Blue Card Rule: A player shown a blue card by the referee shall leave the park and sit in the technical area or as directed by the referee for a period of 5 minutes. The infringing player may not be replaced by his team during this period. The period shall commence once the player has left the field of play and shall be timed by the assistant referee controlling that particular side of the field. The referee shall first show the offending player the blue card and the offending player shall immediately leave the field of play and sit in the appropriate technical area. The player on concluding his timed period of suspension shall be able to return to the field of play at the next stoppage of play at the invitation of the referee. The blue card shall be used by the referee where he believes that the player would benefit from a period on the sideline to cool off and regain his composure. A player may be blue carded only once in a fixture. A player may also be issued a yellow card if the offence deems this to be necessary action. Should a player commit further offences in the fixture the referee shall view these actions as persistent infringements and shall deal with offending player in an appropriate

manner. Time penalties incurred under the blue card rule do not include half time intervals. Should less than five minutes be left in a scheduled match then the balance of the fixture shall be deemed as the time period to be served.

- Whilst the highest degree of excellence is to be striven for, it must be remembered that it is the aim of Baptist Football Queensland to provide clean, fair, competitive sport. Therefore, each referee shall make his own decision whether or not to apply a particular rule in the event of an infringement and his decision shall be final.
- As the main intent of the carnival is to assist the executive in grading teams for the regular season it is preferable that teams play only players who intend registering with BFQ for the upcoming season during The Charity Shield competition. Should this not be the case it is appropriate action for the team manager to inform the organizing committee of the carnival before the commencement of their first game.
- If a team does not have sufficient players for any game they may elect to borrow a maximum of 4 players from any other team but only from teams playing in an equivalent or lower division and only to make a run on side of up to 11 players. If more than 4 players are borrowed the team shall inform the referee who will apply the forfeit rule to the game. The game may still be played but the result of the game will be disregarded. A team must have a minimum of 7 players to play a game.
- Clubs planning to register more than one team in the regular season are able to play the Charity Shield as a squad. However should individual clubs be seen to be up-skilling lower division teams the executive reserves the right to withdraw its right to continue play in the Charity Shield competition. The executive may place teams found in this position in a higher division.
- For the purpose of grading the team designated as 1 shall be those players the club expects to play in the highest division they are nominating for. 2 shall designate the next highest and 3 the next. Please ensure that you respect the draw and play according to these rules. This assists the executive in ensuring that final grading of teams for the regular competition sees like standard teams playing like standard teams on a weekly basis.
- Teams should do their utmost to play all of their games as per the draw and the final if they should qualify.
- Games consist of 2 x 14 minute halves. No time outs, no time off for injuries and no half time break.
- 5 minutes before the scheduled commencement of the game both teams are to report to the allocated field and meet the referee who gives instructions. The team listed first on the draw shall be deemed to have won the right to choose direction and the team listed second shall kick off to commence the first half.
- Day one results will determine the draw for a multi division competition on the second day of the Charity Shield. The teams that perform the best will go into division 1 and so on. The aim of the draw will be to match teams as evenly as possible in each division. ***Please note that this may or may not be the actual divisional placement for your team for the regular season.***
- Points system to be used for calculating placements in the competition shall be :
 - 3 Points for a win
 - 2 Points for a scored draw
 - 1 Point for a scoreless draw
 - 0 Point for a loss

- Goal difference (goals for, minus goals against) will be used if teams are deadlocked on points at the completion of the day. Where the goal difference is identical the team scoring the greatest number of goals shall be placed above the other team. The team with the greatest positive difference will be placed highest. Should teams still be deadlocked then a toss of a coin shall deem final placements.
- Points are not carried over from the first week of competition to the second week.
- At the end of the second day's completed preliminary competition, the two teams with the greater number of points in each divisional group shall play off for the Charity Shield for each division. The final shall be played over 2 x 14 minute halves with a 1 minute break for half time. All standard rules applying to The Charity Shield competition shall apply to the final. Should either of the top 2 sides be unable to field a team for the final then the next highest placed team shall be invited to play the final.
- If at the end of regular time the scores are equal the referee shall call the captains to the centre of the field and toss a coin. The winner of the toss will declare which goal his team wishes to attack. The other team shall take the kick off to resume the period of extra time. Play shall continue until one team scores a goal. After the goal has been awarded the referee shall declare full time and the goal scoring team during extra time shall be declared the winner. If a goal is not scored within 5 minutes the game shall be deemed a draw and the teams shall be declared joint winners.
- Each Team will complete a BFQ team sheet on the first weekend of the competition before the commencement of their first game. Any number of players may be entered on the team sheet. The team sheet will apply for all games on that day. It is essential for all players that a club is planning to use on the day sign the team sheet. This signed team sheet shall need to be sent to our insurance company should a serious injury occur to prove that the player is a member of the association. The completed team sheet form plus individual player registration forms shall be lodged by the manager with the control point at the end of your last scheduled game for the day. These forms will be photo copied and returned to the team manager on the beginning of the next days competition.
- In consequent weeks of the Charity Shield the manager shall report to the control point before the commencement of their first scheduled game and collect their team sheet from the previous week. Any additional player's names shall be added to the team sheet. At the end of the teams last fixture for the day the team sheet and any other new player registration forms shall be returned to the league registrar at the control point.
- Referees will take notice of any player who infringes the rules of The Charity Shield and report the matter to the BFQ Results Officer who shall keep a record of player infringements for the tournament. This report shall be written on the match card by the controlling referee. The referee shall note both the player's number and name as supplied by the offending player's captain.
- At the end of each match the referee shall sign the match card and make note of the scores. The home team (the team on the left hand side of the match card) shall be responsible for delivering the match card to the control point (normally located in front of the canteen) within 10 minutes of the conclusion of the match.
- Yellow and Red Cards shall apply to all games. Any accumulation of 3 yellow cards over each weekends fixtures and above by a player will result in an automatic 1 game suspension in The Charity Shield competition. Caution Offences and send off offences shall be the same as those currently in place for the regular competition.
- Yellow and Red Card reports gained by a player in the Charity Shield competition shall not normally be carried forward to the regular season. However should a player's individual

behavior deem a lengthy suspension then the executive reserves the right to carry penalties for that player forward to the regular season. Any send off offence occurring in the player's last match in the charity shield shall see him or her suspended for their teams first match of the normal season fixtures.

- Teams that fail to fulfill their carnival obligations may be fined by the BFQ to assist in the recovery of expenses.

Forfeits

In the event of a team failing to arrive before the scheduled kick off, or within two minutes of the end of play of the earlier game if such game is late, then the referee shall call the team present onto the field and the game declared in favour of the team present. The referee shall sign the fixture card accordingly. The team present shall be awarded a 2-0 win.

Clubs Entering Multiple Teams into the Regular Season Competition

Clubs anticipating fielding more than two teams in the regular season are able to field a minimum of 2 teams in the Charity Shield. These teams will be placed in the upper divisions they are planning to field teams in for the regular season.

Team Manager's Charity Shield Match Day Responsibilities

- a. It is the team manager's responsibility to ensure that their team be at the designated field and ready to play a minimum of 5 minutes prior to the scheduled start of their game.
- b. It is the team manager's responsibility that all players be dressed in their correct approved club playing strip. All playing strips must be approved by the executive of BFQ prior to the commencement of a playing season. Approved playing strip will include numbered shirt, same coloured shorts and approved socks.
- c. If a clash of strip does occur it is the responsibility of the team mentioned second on the draw for that game (away side) to arrange for a change of playing strip. Numbered coloured over bibs are available for use from the control point. Exceptions to this rule may be made from time to time by the Executive of BFQ.
- d. The team manager is to ensure that all players wear suitable footwear. It is preferred that players play in soft toed soccer shoes with molded soles and tags. Gym boots and sand shoes will be allowed until soccer shoes are obtainable. Boots and shoe tags and studs must conform to the Referees chart - Law 4. Full Aluminum tags are strictly forbidden.
- e. The team manager shall ensure that no player be allowed to enter the field of play without suitable FIFA approved shin guard protectors in place.
- f. The team manager is responsible for handing into the control point before they leave the complex at the end of their last game each week signed individual player registration forms and also the registration control form.
- g. The team manager shall arrange payment of all carnival fees before the commencement of their first fixture.
- h. The team manager is responsible for ensuring that his team is aware of all rules governing player conduct during the carnival.
- i. The team manager is responsible to ensure that all players on his team are aware of the team's "player injury insurance" policy.
- j. The team manager will ensure that all players and supporters act in a manner that enhances the goals and aims of BFQ.
- k. The team manager shall be his players advocate at any necessary judiciary hearing that may be necessary due to breaches in the player's code of conduct.

- l. The team manager will ensure that all players under his instruction abide by the associations player's code of conduct.
- m. The home team manager is responsible for ensuring that the completed match card is delivered to the control point within 10 minutes of the scheduled game being concluded.

Player Infringements Procedures

The following is a list of offences for infringements on the field and a points system which is adopted by the association for the Charity Shield Competition.

Send off offences are treated as an automatic one game suspension minimum and may be extended depending on the referees report. If after reading the report the match committee (carnival convenor, referee convenor & one other executive member) feels that a greater suspension is required, the team manager shall be notified verbally of the suspension. If the match committee feels that a longer suspension than 2 games is necessary then a full judiciary hearing will be scheduled and the player will not be eligible to play further BFQ sanctioned matches until the matter has been heard.

<i>Send Off Offence</i>	<i>Automatic Suspension</i>
Violent Conduct	2 Games
Serious Foul Play	1 Game
Use of Foul Or Abusive Language & or Gestures	1 Game
Threatening a Referee	2 Games
Persisting in Misconduct after having received a caution	1 Game
Spits at an Opponent, Official or any other person	1 Game
Denies an opponent a goal or obvious goal scoring opportunity	1 Game
Receives a second caution in the same match	1 Game

Players who are sent from the field on a red card offence and also accumulate 3 yellow card offences as a result of previous infringements of the player's code within the carnival shall have to serve both their red card offence penalty and their yellow card accumulation penalty. These penalties are not to be served concurrently.

Caution offences shall also be recorded on the match card by the referee. The following table designates the caution (Yellow Card) offences. An accumulation of 3 yellow card offences by a player over any one day of Charity Shield fixtures shall incur a 1 game penalty for that player.

<i>Yellow Card Caution Offences</i>
Unsporting Behavior
Dissent by word or Action
Persistent infringement of the laws of the game
Delays the restart of play
Fails to respect the required distance when play is restarted with a corner kick, free kick or throw in
Enters or re-enters the field of play without the referee's permission
Deliberately leaves the field of play without the permission of the referee

Team Managers are reminded that playing of a suspended player by a club that has been notified by the Charity shield organizing committee will result in the team losing any points allocated whilst the player is under suspension.