



League Rules & Bylaws

As at 15th March, 2024

Key Amendments from the previous version:

Abandoning or Forfeiting a match (8.0).

Playing an ineligible player (16.0).

Fines & Payment of Fines (18.0).



1. TEAM REGISTRATION

A non-refundable annual **membership fee** (team registration fee) is payable before the start of each season. This fee varies according to the league. The membership fee covers the following components:

1. Team registration fee
2. Player registration fee
3. Match official fee
4. Match venue & equipment hiring Cost
5. Public liability insurance
6. Behavior bond (refundable at the end of the calendar year)

Other components/benefits covered by the **membership fee** include:

1. 18 games in the season
2. A quality match ball for new teams
3. Competition administration including fixture management and disciplinary process
4. Opportunity to represent MCSA in external tournaments including overseas tour as appropriate
5. Team and individual awards and recognition for all leagues
6. Invitations to attend Presentation Dinner

To register a (new or existing) team and secure a spot in an appropriate league for the season, the following must be completed:

1. Payment of a non-refundable \$200 deposit at the time of registration that is part of the team's membership fee.
2. Complete an online Team Registration form with photos of Home & Away kits
3. Provide softcopy of team logo asap

The full payment (membership fee) must be settled before the 15th of March. This enables MCSA to commence fixture planning.

The membership fee is not refundable should a team withdraws from the competition voluntarily or otherwise. A team may be excluded from the fixture if unable to complete full payment on time.

MCSA reserves the right to limit the number of teams which a club may enter into the competitions and the right to refuse certain player/team registration.



1.1 2024 Membership Fee Summary

	Team Registration	Early Bird	Early Bird & Cup	Team Rego & Cup	PLUS: Bond
Premier League	\$4,400	\$4,300	\$4,500	\$4,550	\$300
League 1	\$4,100	\$4,000	\$4,200	\$4,250	\$300
League 2	\$3,900	\$3,800	\$4,000	\$4,050	\$300
League A (Saturday)	\$3,300	\$3,200	\$3,400	\$3,450	\$300
Over 45s (Saturday)	\$2,800	\$2,700	\$2,900	\$2,950	\$300
Women 11-a-side (Saturday)					
Women 7-a-side (Saturday)					

 ***An additional cost of \$17 (TBC) per player for Sports Injury Insurance is applicable.***

It must be noted that player registration and insurance costs are NOT transferable.

1.2 Other Costs & Requirements

These include:

- MCSA badge – All uniforms must display an MCSA badge. A soft copy of the logo is available from MCSA on request.
- It is mandatory for each team to have its Player ID Summary and Team Sheet available on gameday.

2. BOND

The primary objective of this Bond is to encourage teams to comply with the league's rules and procedures. Most importantly, violent or discriminatory conduct from the player(s) or team(s) will NOT be tolerated.

The bond money will be held by the Melbourne Chinese Soccer Association executive committee and will only be fully or partially refunded to a club at the end of the year provided that the club (and its players and officials):

- Demonstrated the best effort in compliance.
- Has no balance/fines outstanding.
- Preferred not to have the bond money carried forward to the next season.

The bond money must not be used to pay off fines during the season.



3. **PLAYER ELIGIBILITY & REGISTRATION**

All players should be at least 17 years old.

A player cannot register with more than one club. It is the team manager's responsibility to ensure that this is strictly adhered to. When registering a player for your team, you will be asked to confirm that the player is not registered with any other MCSA club. Where a player is found registered with more than one club, this matter will be referred directly to the committee where the offending player will be sanctioned (fine and suspension). The offending team will be issued with a show-cause notice and may be sanctioned (fine and/or match points being reversed).

All players must be registered with MCSA to be eligible to play. When a team registers with MCSA, the team manager will receive access with instructions to our online portal for registering the players. The following information is required:

- Quality player **ID** photo (300 x 300 JPEG or equivalent format)
- Player's cultural background (use only to showcase MCSA's diversity)
- Player's residential address (use for insurance only)
- Player's email and mobile (use for contact only if the player agrees)
- Provide payment receipt for Sports Injury Insurance.

For a new player, the registration will need to be approved by the Competition Management team.

It is the responsibility of the Team Manager/Captain to:

- Check the team sheet and the Player ID Summary to ensure the player(s) is listed and that the detail is accurate.
- Print the latest Team Sheet and Player ID Summary, and have them available on gameday. The referee may decide to default your game if you do not have these documents on gameday.

At the completion of the game, your **official** gameday team sheet is signed by the match official in charge and submitted to MCSA for record keeping. In an unlikely event of your player sustaining an injury from the game, this **official** team sheet is essential in supporting your player's insurance claim.

A player is NOT eligible to play if the player is NOT registered - does not appear on the Team Page (MCSA website) or suspended.

A hand written name on the Team Sheet is insufficient to support a player's eligibility to play. Unless the Player ID Summary is produced to support the player's eligibility or the relevant Team Page (on MCSA website) can be accessed and verified.

Willfully playing an unregistered player or a suspended player under another player's registered name and ID is a very serious offence and will not be tolerated. This will be dealt with by the Executive Committee directly and uncompromisingly.

On gameday, MCSA will be proactively and randomly checking for team(s) who may be intentionally playing a suspended or unregistered player.

More information on Player Eligibility, Team Sheet, and Player ID Summary can be found in 16.0.

4. FORMAT for LEAGUES (Fixture, promotion & relegation)

As a general rule of thumb, all new team(s) will start from the lowest league in their first year with the Association. However, there may be exceptions and this is at the discretion of the MCSA Executive Committee.

At the end of the season (where a promotion &/or relegation system is applicable for that league), the bottom 2 teams will be relegated to the lower league and the top 2 teams will be promoted to a higher league in the following season.

A team eligible for promotion must accept the promotion by submitting a Team Registration Form for the following year no later than the 31st January. Non-compliance may result in the team no longer eligible for the promotion and the entitled discount (refer section 22) being withdrawn.

Ultimately the promotion and/or relegation decision will be at the discretion of the MCSA Executive Committee.

Ten Team League

- Minimum of 18 matches per team per year will be scheduled.
- All the teams will be scheduled to play each other twice during the season.

More than 10 Team League

- Minimum of 18 matches per team per year will be scheduled (unless otherwise stated)..
- All the teams will be scheduled to play each other at least once during the season.

Less than 10 Team League

- Minimum of 18 matches per team per year will be scheduled (unless otherwise stated).
- All the teams will play each other at least twice during the season.

Where there are less than 18 scheduled games, the Match Officials & Match Venue Costs will be adjusted accordingly in the way of credit toward the Presentation Dinner.

The team finishes on top of the ladder will be crowned the league champions.

The fixture will be published in advance to give teams enough time to plan and prepare.

Once the fixture is finalized and published on the MCSA website, any rescheduling request from a team must be mutually agreed upon between all the affected parties including the two teams in question, other teams that may be affected by the revision, venue provider, and MCSA.

5. POINT SYSTEM (for all matches)

For each WIN, the winning team will be awarded three (3) points.

For each DRAW, both teams will each be awarded one (1) point. The LOSER of a game will get no points.

When two or more teams have achieved the same number of points at the end of the season, the order of the ladder shall be determined

1. By goal difference (refer 6 below).
2. When goal difference fails to separate two or more teams, the order of the ladder shall be determined by the number of goals scored by each team.
3. When goal difference and goals scored fail to separate two or more teams, the number of goals scored in the match(s) between the teams shall determine the order of the ladder.
4. When 1, 2 & 3 above fail, “dead heat” will be the result between these teams.

In the unlikely event where a team withdraws from the competition regardless of the circumstance, all the match results that have been played by the withdrawn team will stay. All the remaining matches will be treated as forfeit games - 3 points and 3 goals awarded to each opposing team.

6. GOAL DIFFERENCE

Goal difference is determined by subtracting the number of goals scored AGAINST a team from the number of goals scored FOR that team. The result may be positive (“goals for” exceeds “goals against”), neutral, or negative.

7. SUBSTITUTES and INTERCHANGE

Substitution Rule with 6 players applies to the Premier League. Here a substituted player cannot re-enter into the game.

Unless otherwise stated explicitly, Interchange Rules apply to all the other leagues. All rules governing both substitution and interchange systems are identical with the exception that an interchanged player will be permitted to re-enter into the game.

The maximum number of interchange players is 6 unless otherwise specified.

The Women's league and the Over 45's league allow seven interchange players.

When your team is making a substitute/interchange the following rules must be followed:

1. The substitute player must be FULLY ready
2. Inform the Match Official (usually the 1st Assistant Referee or the 4th official if one is appointed) that your team would like to make a substitution/interchange.
3. Inform the Match Official the player being substituted. The Match Official will signal to the referee that a substitution/interchange needs to be made.

When the referee is ready for the substitution/interchange to be made, the substitution/interchange must be made at the centre line of the ground. The substitution/interchange can only proceed when the referee has signalled it is okay to do so.

8. INSUFFICIENT NUMBER OF PLAYERS, ABANDONED & FORFEITED MATCH

8.1 Insufficient Number Of Players

A team shall consist of no more than eleven players on the field with one of the players being the goalkeeper.

A team with less than 7 players on the field at kick-off will forfeit the match (refer **12.0** for additional details). Here the opposing team will be awarded 3 points and 3 goals. The offending team will also be fined.

8.2 Abandoning a Match

When an in-progress game is abandoned, the offending team will be fined **\$120** and will lose all the goals scored during the game in question. The opposing team will be awarded 3 points and 3 goals or the number of goals scored during the game in question whichever the greater.

Where an in progress game is abandoned due to external factors (e.g. lightning, inclement weather etc.):

- If less than 60 minutes (75%) of game played, the scoreline will stay as is but the game will be treated as a drawn game with both teams each receiving one match point.
- Where one or both teams are in contention for the championship (1st or 2nd place), the remainder of the game will be rescheduled with the same selected playing squad.
- Where 60 or more minutes have been played, the scoreline and result will stay.

Where an in progress game is abandoned and both teams are responsible for the abandoned game:

- If less than 60 minutes (75%) of game played, the scoreline will stay as is but the game will be treated as a drawn game with both teams each receiving one match point. The remainder of the game will not be rescheduled.
- Where 60 or more minutes have been played, the scoreline and result will stay.
- Both teams will each be fined **\$100**.

8.3 Forfeiting a Match

When a team needs to forfeit a match, the financial and scheduling impact must be taken into account.

8.3.1 Forfeiting a match **seven** days before the scheduled game provides everyone with a small window of opportunity to make some adjustments to the weekend's schedule and other relevant arrangements.

- (a) 3 points and 0:3 to the opponent.
- (b) \$80 fine

8.3.2 Forfeiting a match **two** days before the scheduled game is not ideal but at least the opponents and other stakeholders can be made aware of the situation and avoid the unpleasant inconvenience where possible. The cancellation of sports field may not be possible.

- (a) 3 points and 0:3 to the opponent.
- (b) \$100 fine

8.3.3 Forfeiting a match less than **two** days before the scheduled game is chaotic for everyone.

- (a) 3 points and 0:3 to the opponent.
- (b) \$120 fine

8.3.4 **No Show** at the game day is not acceptable. It demonstrates the lack of sportsmanship, team organization, and shows no consideration towards the opponents and other stakeholders.

- (a) 3 points and 0:3 to the opponent.
- (b) \$150 fine

9. TEAM COLOURS & UNIFORM

At the referee's discretion a player may be reported and/or not permitted to play if he fails to comply with the following:

- a. Players of a team must have the identical tops.
- b. Players of a team must wear the same colour shorts & socks.
- c. If the player number is displayed on shorts, it must be consistent with the jumper number.
- d. Each player must have MCSA badge on his uniform.
- e. Players must wear appropriate shin guards. Shin guards must not be shared. Socks must be fully pulled up to cover the shin guards at all times. The size of the shin guards must be senior size not junior. No metal studs will be allowed.
- f. Rings, bracelets, watches, glasses and any other accessories that deemed to be in danger to the player or other players (referee's discretion) must not be worn.
- g. The player must appear on the preprinted team sheet to be eligible to play unless otherwise authorized by MCSA. Under normal circumstance, handwritten player name(s) will not be accepted.
- h. The player must appear on the Player ID Summary or Team Page (MCSA website) to be eligible to play unless otherwise authorized by MCSA.

Each player participated in a game with Incorrect Uniform (a, b, c or d above) will be fined (refer **18.5**).

A softcopy of the MCSA logo is available on request so that your uniform provider can print the logo on your uniform. You may also purchase MCSA badges from MCSA so that you can sew the same on your uniform.

Each team must play in its registered colours. That is, the Home team must wear its Home uniform and Away team must wear its Away uniform. It is the **away team's responsibility** to check the MCSA website to ensure that there is no colour clash. If necessary, the Away team must, with the assistance from your Competition Manager, contact the Home team in advance to make the necessary arrangements in order to avoid the colour clash. In the event where the referee considered that the matter cannot be resolved, the game will be forfeited with the points awarded to the home team. In addition, the away team will be fined.

Uniform colours for all the teams are available from our website (<https://MCSAfootball.org.au/>) by clicking on the relevant team logo/name anywhere on the website.

It is the team's responsibility to ensure that the contents on their Team Page are accurate. Wearing your team's new Home or Away jersey without updating the website first will be fined. In addition, your team will be responsible should there be a colour clash on game day.

The goalkeeper may wear any colour provided it does not clash with either teams or the match officials.

Willfully playing a player under another player's registered name and ID is a very serious offence and will not be tolerated. This will be dealt with by the Executive Committee directly and uncompromisingly.



10. REFEREES and ASSISTANT REFEREES

A referee will be appointed by the Match Committee to each match.

Assistant Referees will also be appointed by the Match Committee. In the unlikely event that the playing team(s) is asked to provide an Assistant Referee, this team(s) will be compensated accordingly.

If by the scheduled time of kick-off, the appointed Referee is not present, the 1st Assistant Referee will become the official referee for that game and the 2nd Assistant Referee becoming the 1st Assistant. If the appointed Referee arrives late he shall take over from the time he arrives.

The appointed Referee is assisted by the 1st and 2nd Assistant Referees (and the 4th official where appointed) who will be responsible for:

- Team Sheet handling
- Checking of uniform and ground equipment 10 minutes before the game
- Player substitution/interchange (by the 1st Assistant Referee where the 4th official is not appointed)

Compliance inspection including Player ID check will be randomly performed by authorized personnel.

11. DURATION OF THE MATCH

Unless otherwise stipulated, the duration of all matches will be of 80 minutes (40-minute halves). There will be no “Time On” unless specifically stated otherwise.

12. OFFICIAL STARTING TIME & VENUE

All teams and players must arrive at their allocated playing venue 30 minutes before their scheduled kick-off time.

The kick-off times and venues of all matches will be published on our website (<https://www.mcsafootball.org.au/>). It must be noted that for various reasons, the fixture is subject to change during the season. All teams, players and official are strongly recommended to refer to the fixture on the MCSA website as this is the most up to date and the most accurate.

Any team not ready on the field at the scheduled kick-off time

- The Referee will blow the whistle to indicate the kick-off time is reached;
- Every 5 minutes from the time the referee has blown the whistle (indicating the kick-off time), the offending team (late or insufficient players) will concede 1 goal
- 15 minutes after the whistle is blown for the kick-off time, the game will be considered as forfeited by the offending team (late or insufficient players) and a fine will be imposed. The opposing team will be awarded 3 points and 3 goals.

All officials have been instructed to be very strict on this rule and there will be no compromise as it impacts other games and/or arrangements.

13. RESULTS

The referee shall forward the match result to the relevant Competition Manager and the match/incident report (if any) to the Match Officials Manager. All the results and relevant statistics will be available from our website.

14. INSURANCE & INDEMNITY

MCSA will arrange for the relevant Public Liability insurance to cover all the MCSA organized competitions. It must be noted that MCSA, ground owners, sponsors, match committee, match officials or councils are **not** liable for any injury claims from players, who may have sustained an injury during the football match.

It is the individual club's responsibility to provide first aid accessories relevant to your players' needs. MCSA strongly advise teams to consider this.

In registering a team with MCSA, **all** of the said team's players and officials are aware that they are participating in games at its own risk and agree to assume all risk of personal injury from any cause and indemnify the MCSA, ground owners, opposing clubs/players/officials, sponsors, match committee/officials, councils and other municipal authorities that may be involved in providing playing venues from any injuries sustained or incidents arising or loss incurred (which may give rise to a claim of damages) from the game and general competition.

14.1 Sports Injury Insurance

Where sports injury-related insurance can be arranged by the MCSA, such arrangement will cover all the players registered with MCSA at the cost stated in 1.1 above. This amount is payable at the time when the player(s) is being registered - before the start or during the season. Such insurance will cover all the games managed by MCSA including tournaments and cup games.

Insurance cover is NOT transferable from one player to another.

For insurance purpose, it is the responsibility of the team manager to accurately submit players' full details using the online Player Registration portal provided by MCSA.

For all insurance related matters, visit:

<https://www.mcsafootball.org.au/about/insurance/>

15. CONDUCT of PLAYERS, TEAM OFFICIALS, SUPPORTERS & MATCH OFFICIALS

Violence or anti-social conduct will NOT be tolerated. An Incident Report (for each offending incident) from the match official is mandatory and the report is referred directly to the Tribunal. If a club fails to control their players, team officials & supporters for any violent or anti-social conduct then the club will be reported and referred directly to the tribunal. **In some cases, the matter may be referred to the Victoria Police.**

VIOLENT CONDUCT TOWARDS A MATCH OFFICIAL(S) will not be tolerated.

1. The offending player(s) will be unregistered immediately from MCSA as well as being fined.
2. The offending team official(s) will not be allowed to participate in any games & in any capacity.
3. The offending supporter(s) will be heavily fined and the team will ultimately be responsible for that fine.
4. The team will also be heavily fined for failure to control its player(s), team official(s) & supporter(s).

Only club officials and substitute/interchange players are permitted in the Technical Area.

Club officials and players (as well as friends, family members and supporters) where applicable) must not sit or stand within 1 meter from the sidelines. The Assistant Referees must have a clear view at all times.

All suspensions resulting from cards issued or from a match official's Incident Report are valid and applicable to all the games the following week(s) where the team(s) associated with the player/official is scheduled to participate. For the purpose of clarity, all home and away games, and cup games are treated the same when it comes to player suspensions.

15.1 Player Receiving a Red Card

A player who has accumulated 2 yellow cards in a match will be sent-off the field and automatically be suspended for one week and fined. A player who has accumulated 3 yellow cards from games played this year will also be suspended for one week.

A player who has received a **direct red card** in a match will be sent-off the field and will automatically be suspended for one week and fined (subject to additional sanction from the Match Committee review). A Misconduct (Incident) Report from the match official(s) is mandatory for all **direct red card** offences. This report will be referred directly to the Match Committee, headed by the Operations Manager. Depending on the Match Committee review, the same player may receive additional sanction in the form of match suspension and the amount being fined.

When a player receives a red card, he should leave the technical area immediately. He may either stay in the changing room or leave the ground. Given that facilities vary from ground to ground, it is essential that the red carded player MUST have NO further involvement in the game in any shape or form. Non-adherence will result in a report being referred directly to the Match Committee. For the safety of all, the referee may call off the game.

It is the club's responsibility to cooperate and enforce this rule which also applies to all players under suspension.

15.1.1 Player Officiating for MCSA

Where a player is also officiating for MCSA, if suspended as a player, his suspension will also apply to his match official role.

15.2 Team Official Receiving a Red Card

A team official who has received a red card in a match will be sent-off and automatically be suspended in the next match (minimum). A Misconduct (Incident) Report is mandatory for all direct red card offences. This report will be referred directly to the Match Committee. Depending on the Match Committee review, the same team official may receive additional sanction in the form of match suspension as well as being fined.

When a team official receives a red card, he should leave the technical area immediately. He may either stay in the changing room or leave the ground. Given that facilities vary from ground to ground, it is essential that the red carded team official MUST have NO further involvement in the game in any shape or form. Non-adherence will result in a report being referred directly to the Match Committee. For the safety of all, the match official may call off the game.

It is the club's responsibility to cooperate and enforce this rule which also applies to all team officials under suspension.

15.3 Supporter Sent-Off

A Misconduct (Incident) Report is mandatory when a supporter is sent-off. This report will be referred directly to the Match Committee. Depending on the Match Committee review, the team may receive a sanction in the form of a fine.

When a supporter is sent-off, he should leave the ground immediately. Given that facilities vary from ground to ground, it is essential that this supporter MUST have NO further involvement in the game in any shape or form. Non-adherence will result in a report being referred directly to the Match Committee. For the safety of all, the match official may call off the game.

It is the club's responsibility to cooperate and enforce this rule.

15.4 Playing an Ineligible Player

Playing any ineligible (suspended or non-registered) player(s) will incur a hefty fine and the game will be treated as a forfeited match. The opposing team will be awarded 3 points and 3 goals or the number of goals scored during that game whichever is the greatest. Goals scored by the offending team will not be counted.

The referee's decision is final. All participating teams and players must accept the decisions of the referees, the Match Committee and the Disciplinary Board and to uphold the spirit and sportsmanship of the competition.

15.5 Fines & Suspensions

All the players related suspensions will be available from the MCSA website.

Apart from automatic suspensions, all other fines and suspensions will be communicated directly with the team's nominated Primary Contact.

It is the team's responsibility to pay all the fines by the relevant Due Date (as advised by the Operations Manager) and to forward a copy of payment receipt to the relevant Competition Manager. The suspended player is not eligible to play until the relevant fine is fully paid.

15.6 Sanction of Match Officials

A match official may be sanctioned for late arrival, inappropriate dresscode, poor performance or misconduct.

In most cases, the sanction may be in the form of payment deduction or no appointment for next week(s).

All misconduct charges will be reviewed by the match committee. If found guilty for bringing the game into disrepute, the official will be sanctioned (fine & suspension). That is, suspended from all forms of football activity (which is inclusive of being a referee, a player, a coach, a team manager, a spectator).

If the incident is severe, he may be deregistered from MCSA.



16. OFFICIAL TEAM SHEET, UNIFORM CHECKING, & PLAYER ELIGIBILITY

All the teams can request for the latest version of their Team Sheet and Player ID Summary from our website (<https://www.mcsafootball.org.au/print-player-list/>) at any time.

Team sheet is very important so please take it seriously. **This is the only official document supporting your player's insurance claim.** The latest version of your team sheet must be handed to the Match Officials **10** minutes prior to the kickoff. Failure to do so will incur a fine. If a team fails to lodge team sheet with the Match Officials by kick off time, the game may be forfeited by the referee.

Only those players whose names and shirt numbers appear (preprinted) on the team sheet are eligible to play. Match Officials will not allow a player to enter the field if the player's name is not on the team sheet. At the referee's discretion, manual entry(s) made on the team sheet may not be accepted. It is also mandatory to name the starting 11 and the substitutes on the team sheet when it is handed in.

Players must wear the same registered number in all the games. A player may wear a different number provided that:

1. The team sheet **clearly and legibly** reflects the amendment;
2. The referee must be informed **before the start of the game**;
3. The number is not shared in the one game. **Number sharing in a game is strictly prohibited**

When submitting the team sheet, all players (including all substitution and interchange players) must also report to the Match Officials at the same time for uniform checking including shin guard & other equipment prior to the match.

In games where the 4th official is not appointed, uniform and equipment check can only be conducted before the game or during the halftime break. This means that if a player arrives late (after the start of the match) he/she is not able to take the field until halftime when his/her uniform and equipment can be checked. **If a player arrives after halftime, he/she is not eligible to play at all as his/her uniform and equipment cannot be checked. Non-compliance (playing a player with uniform unchecked) is a reportable offence with a \$20 fine to the offending team.**

It is the responsibility of the team to ensure that your Player ID Summary is available for player ID check. Players will be randomly checked against the Player ID Summary at all the games. Player(s) not appearing on the Player ID Summary will not be eligible to take the field unless authorized by MCSA.

Sanctions for playing an ineligible player

- (a) Offending team will be fine \$100, 3 points and 0:3 or greater to the opponent.
- (b) Offending player will be fine \$95 and suspended 2 games.



17. SMOKE & ALCOHOL FREE SPORTS VENUES

All sports venues are smoke & alcohol free. It is prohibited for anyone to smoke or consume alcohol within the confines of the Field of Play.

Where the sports venue is part of the **school**, smoking & alcohol are strictly prohibited anywhere within the school complex. The same restriction applies to any venue designated as smoke free with signage clearly displayed.

Where the sports field is clearly fenced, smoking and alcohol are strictly prohibited inside the fenced area.

For all other sports venues, smoking & alcohol are prohibited within or close proximity to the technical areas. We ask that you simply be considerate, move away from the congregated areas if you need to smoke.

This smoke & alcohol free policy applies to all players, team officials, supporters and match officials. Offender will be fined \$20.

It is the team's responsibility to ensure that their players, officials and supporters observe and respect this restriction. Ultimately, the team will be responsible for the fine in the event where the individual fails to pay the fine.

MCSA is proudly a Gold accredited **Good Sports** club.





18. FINES & PAYMENT OF FINES

It is the team's responsibility to ensure that ALL the fines (player and/or team related) are paid in a timely manner. Ultimately, the team will be held accountable/liable for all unpaid fines relating to the player(s).

- 18.1 An automatic fine will be imposed for:
- 2 Yellow Cards received in one game – \$50 fine and automatic one-week suspension;

A 'direct' Red Card – A minimum fine of \$60 and one-week suspension plus additional sanction (fine and suspension) as deemed appropriate by the match committee from their review. Please refer to **19.0 Suspensions** and a separate document “**Red Card Fixed Penalties By Offence**” for additional information.

A player who has cumulatively collected 3 'direct' red cards during a season will be fined a further \$80. In addition, the player will be referred to the Tribunal for assessment. A player with 3 x R2 (grade 2 or higher) “violent Conduct” related offences will be deregistered by MCSA.

- 18.2 All **yellow and red cards related fines** must be settled by the Due Date communicated by the Operations Manager before the player is eligible to resume. A player is ineligible to play unless his fine is fully paid.

All **other team related fines** must be settled before the club's next game unless an alternate arrangement is made with MCSA. A team may not be eligible to play unless all fines are fully paid.

Direct debit payment (quoting your Account Code) can be made as follows:

Account Name:	Melbourne Chinese Soccer Association
Bank:	Bendigo Bank
BSB:	633-000
Account No:	180 119 778

Please confirm with your Competition Manager that payment has been made by forwarding to him/her a copy of your payment receipt.

Alternatively, you can make your payment online by selecting your **Team Name** and select **Fines** as your **Payment Type**.

- 18.3 Any fine not settled by the due date described in 18.2 above, an additional fine of \$20 may be issued. Once again, the total fine must be settled before the club's next game or within 7 calendar days, whichever comes first.
- 18.4 Any fine not settled by the due date described in 18.3 above, the offending teams may not be scheduled another game until such time the fine is fully settled. Here the game(s) will be treated as a forfeit game(s) and the normal penalty & fine associated with a forfeit game will apply. If a game(s) is scheduled and played, this game(s) will be rewarded to the opposing team(s) as a forfeit game.



18.5 Other fines:

Not displaying MCSA badge	\$20 <u>per player</u>
Smoking or consuming alcohol	\$20 <u>per player</u>
Playing a player with uniform unchecked	\$20
Inaccurate Team Page contents	Minimum \$20
Not supplying an approved match ball	\$20
Incorrect Uniform	\$20 <u>per player</u>
Mishandling of Team Sheet	\$30
Mishandling of Player ID Summary/Cards	\$30
Gameday equipment management (refer 20.0)	Minimum \$30
Cleanliness of Pavilion / Ground	Minimum \$50
Causing Match Delay	\$50
Causing Colour Clash (if game played)	\$50
Abandoning or Forfeiting a Match	Refer to Section 8.0
Deliberately Causing loss of match ball	\$100

All fines must be paid within 7 days after the sanction is issued.

Player with outstanding fine is NOT eligible to play.

Match will be forfeited if a team fails to pay the fine in full and on time.

It is the team manager/organiser's responsibility to settle the team and player's fine.

The bond cannot be used to settle any individual player's fine. The bond is used for the security of the team for the whole season.



19. SUSPENSIONS

Please refer to the following documents for more details:

- MCSA Red Card, Tribunal & Appeal process
- MCSA Red Card Fixed Penalties by Offence
- MCSA Yellow Card (Caution) Codes

Any player accumulated **3 yellow cards** will be suspended automatically for one week. Any player receiving 2 yellow cards from the one game will be suspended automatically for one week as well as receiving a fine (refer 18.1).

A player's yellow cards are cumulative throughout the season under each team name. Outstanding yellow cards will **NOT** be cleared mid season.

A player receiving a direct red card will be fined (refer 18.1) and suspended. The Match Committee reviews a direct red card incident and hands down the fine and suspension (refer MCSA Red Card Fixed Penalties by Offence document).

Where a suspended player is registered in more than one team for the same club, that player is **NOT** eligible to play in the other team(s) during the week(s) of his suspension. It is the Team's responsibility to ensure the suspended player is not playing in another team for the same club. A game will be forfeited if a team played an ineligible/suspended player (re: 15.4)

Where on the same weekend, a player receives 2 sanctions each from a different team (same club), his sanctions must be served consecutively.

It must be noted that **all the games** organized by MCSA are treated as normal games from a suspension and treatment of cards issued perspective.



20. EQUIPMENT & FACILITIES

The **Home** team must provide an approved match ball ready and pass on to the referee prior to kick off. The **Away** team must provide an approved match ball as a reserve and pass on to the referee prior to kick off. Non-compliance will incur a \$20 fine.

It is essential that you retrieve your match ball from the officials **immediately after the game** is ended. If your team needs to replace your lost/worn match ball, you may purchase one from MCSA or from any sports store.

To ensure all match balls are in good condition, it is strongly recommended that all teams should replace their match balls after 2 seasons.

Attention All Teams

20.1 Equipment

Policy and process vary from one venue to another. Where necessary, corner flags, nets & associated accessories (Velcro, ladders, hammers, pegs etc.) will need to be provided by MCSA. Here, a volunteer will be delivering the required equipment to the venue and picking up the same at the end of the last game.

Both teams for the first game are responsible for setting up the nets properly & positioning the corner flags.

After the final game, **both teams from the last game are responsible to collect the nets, corner flags, pegs and other tools from the side they are defending in the second half.** All equipment must be returned to the storeroom (or to the volunteer if no storeroom on site) **immediately** after the game. Volunteers are “paid by the clock” and some are scheduled to pick up additional equipment from another match venue.

20.2 Facilities

It is the participating teams’ responsibilities to keep the place (grounds and pavilion) clean and tidy. The team who took the chairs out (where available) is responsible for returning the chairs back to the pavilion after use.

Offending team(s) will be fined. If an offending team (players & supporters) cannot be identified, all the teams that used the same venue will be fined.

We strongly recommend that:

- (1) If you find the venue untidy on your arrival, take photos and send them to the Secretary immediately.
- (2) If you find the venue untidy when you are leaving, take photos and send them to the Secretary immediately.

It must be noted that if the venue provider cancels MCSA’s permit to use the ground or facility due to the non-compliance of their rules/restrictions, the offending player(s) and/or team(s) will be fined and/or suspended and/or membership cancelled with bond forfeited.



21. CLUBS WITH MORE THAN ONE TEAM

MCSA is committed to assist all clubs to become stronger and grow with the Association. The following initiatives are in place:

- A \$100 registration discount incentive for the registration of a second team under the same club.
- Each team can register up to a maximum of the same 40 (shared) players without incurring an addition player registration fee.
- Where possible, MCSA will schedule games to be played at the same venue each week.

To qualify, team names must predominantly reflect the name of the club.

Clubs are strongly discouraged to have more than one team in the same division/competition. In any case, where a club has more than one team in the same division/competition, its player cannot be share.

MCSA reserves the right not to accept a club from registering a second team in the same league.



22. End Of Season Awards

Team Awards:

1. Discount Incentive (Men)

	Champions	Runner Up
Premier League	400	200
Other Sunday Leagues	360	180
League A Saturday	320	160
Other Leagues	300	150

Note that all discount incentives are in the form of a credit for the following year's registration only. No exceptions.

2. Trophy and Medallions (see also **23.0**)

- Cup and medallions for the champion team in each league
- Cup and medallions for the runner-up team in each league

It must be noted that where a league offers a promotion/relegation system if a team elects not to accept the promotion its discount entitlement will be automatically forfeited. MCSA reserves the right to review this if the circumstance is compelling.

Individual Awards – All Leagues

- Most Valuable Player (MVP) in each league where the match officials cast votes for each game.
- Golden Boot in each league where a player scored the most goals.
- Golden Glove in each league where the team managers from each team are invited to cast their votes at the end of the season. These votes will be added to the votes from match officials if any. The winning player(s) must score 6 or more votes.

23. Presentation Dinner

At the end of the season, a **presentation dinner** function will be held. This is a **players' night** and all teams are required to attend. It is the players who will make this a successful night. It is compulsory that each team must have a minimum of 6 representatives attending this dinner. The non-complying team will incur a \$300 fine which may be deducted from the team's bond.

Team and/or player not attending the presentation dinner will forego their award(s).



24. MCSA Loyalty Program

In recognition of our teams loyal and continued support, a Loyalty Discount will apply to the team's annual Registration Fee (to be finalized):

To be eligible, a team must have registered with MCSA under the same team name in the past 5 consecutive years.

25. Introducing New Team(s)

When a team successfully introduces a new team to MCSA, an appreciation discount (to the registration fee) will apply as follows:

	Appreciation Discount
Premier League	100
Other Leagues	50
League One Saturday	50

A successful introduction means that the new team is registered and fully paid up.

The discount is in the form of credit towards the Presentation Dinner or registration fee.

26. Weather Condition & Extreme Heat Policy

MCSA and/or the Match Official may postpone, delay or abandon any match due to weather and/or pitch conditions such as but not limited to excessive heat/humidity, lightning, or rain that may endanger participants' health and/or safety.

26.1 Extreme Heat Policy

MCSA reserves the right to delay, postpone or reschedule matches due to hot weather. In extreme cases where the temperature continues to rise after kick-off, the Match Official in conjunction with the Team Managers may choose to abandon the match.

26.2 Provisions for Drinks Break & Drinks Break Protocols

Due to hot weather, a minimum of one drinks break must be implemented in each half.

Drinks Break Protocols

- Each drinks break will last up to 90 seconds in length and will typically be held approximately 20-25 minutes into each half.
- Players and officials must remain on the field.
- Substitutes and other occupants must remain in the technical area.
- The clock will continue to run, and all time allotted for the break will be added to stoppage time.



27. Preseason Cup

If held, MCSA League Rules apply unless otherwise stated in this section.

Eligible Teams/Players

1. All the teams registered for the new season are invited to participate. As tournament spots are limited, registration is strictly first IN, first SERVED.
2. Team must submit quality photos for their Home & Away jerseys.
3. Player must be fully registered (including ID photo) with the team in order to participate.
4. The Preseason Cup team sheets **MUST BE USED**. Manually inserting a player on the team sheet will not be accepted unless authorized by a Competition Manager.
5. Player sharing between teams is strictly prohibited. Where a team is found guilty of fielding a player who is already playing for another team, that team will be disqualified and its opposing team will be awarded with the win.
6. Clubs with more than one team in this tournament must declare their players for each team before the start of the tournament. This will be reflected on their relevant Preseason Cup team sheets. Player transfer between these teams for this tournament is not permitted.

Interchange & Substitution Rules

SIX interchange rule applies to all Elimination & Qualifying round of games.
SIX substitution rule applies to all games in the final series.

Elimination & Qualifying Rounds

- Two 40 minute halves with a 10 minutes break.
- **6 Interchange**
- Penalty shoot-out - Best of 5, followed by sudden death.

ALL Finals

- Two 40 minutes halves with a 10 minutes break.
- **6 Substitution**
- Penalty shoot-out - Best of 5, followed by sudden death.

Jersey Colour Clash on Game Day

It is the responsibility of the away team to ensure that there is no colour clash on game day. In the event of a colour clash, the game may be forfeited by the referee with points awarded to the Home team. There is a penalty for causing a forfeited game.

Please contact the appropriate Competition Manager in advance should you require assistance. To find out a team's jersey colours, visit:

<http://MCSAfootball.org.au/>

Select and click on the logo or name of your opposing **Team** to see their jersey colours

Red & Yellow Cards

You are reminded that all sanctions from the tournament/cup games will apply to your home and away season. No exceptions.



28. Over 45's Related

In addition to the bylaws outlined in the previous sections of this document, the following will apply to the Over 45's form of competitions (if this league proceeds):

1. 40 minutes x 2 per game unless otherwise stipulated.
2. A maximum of 7 players on the bench.
3. Interchange rules apply.
4. A maximum of 3 players between 40 and 44 unless otherwise stipulated. All are allowed on the pitch at the same time.
5. A player's age eligibility is determined by the year only (e.g. If the current year is 2022, a player is considered 45 if he is born in 1977).
6. Tackles from behind and sliding tackles are not permitted. A sanction may be issued in some instances