

## **JUVENTUS OLD BOYS AND DONCASTER LEGENDS TEAM RULES 2019**

1. Every player taking the park in all squads in an officially designated League or Cup fixture must be a fully paid up Social Member of JOB. No pro-rata membership will be allowed. No Social Membership, no play. There is an insurance issue here and duty of care bestowed upon the JOB Club.
2. Every player taking the park in all squads will pay the full annual playing fee for season 2019 (as determined by the number of players in the squad, see point 3). No discounts. If a player gets injured and misses games as a result that is the risk they take. If a player is going on holidays for several weeks that is irrelevant to their fee. Full fee or no play. Proof of payment may be required. This is to be managed by each squad's manager/coach and if appropriate, confirmed by the JOB committee.
3. If appropriate, a pro-rata fee may be levied for a player joining after the season has started. If that person joins within the first quarter of a season's fixtures, the full fee will apply. If they join in the second quarter of the season, they will pay 75% of the full annual fee. If they join in the third quarter, they will pay 50% of the full annual fee. No new players will be allowed to join any squad in the last quarter of a league's fixtures.
4. The JOB Committee will determine the appropriate fee for members who chose to take part in training sessions but do not want to play in official league fixtures. That fee will be collected and passed on in full by the designated manager/coach of the particular squads training sessions in question.
5. Each squad (6) has a squad requirement to pay their equal share of the ground rental. In 2018 it was \$2500 per squad (plus appropriate league fees). The rental fee will be determined by the JOB committee. No excuses or subsidies.
6. If the club determines that an insurance levee is appropriate for the protection of club and players, then each squad will pay their fair and equal share (unless they have already joined an appropriate league alternative and provide proof accordingly).
7. No ring-ins. No team shall field a player on any given day that is not a paid up social member and a fully paid up player member (see points 2 & 3). The club has enough players to help other squads out.
8. No stacking. Where two squads co-exist within the same league, then those two squads must adhere to fair and reasonable squad integrity (see point 8). Injuries and availability permitting. Where a squad needs, for reasons of injury or availability, to draft in players from their sister squad, they must inform their internal opponent accordingly and seek their agreement. Failure to gain agreement will result in those players in question to be ineligible to play. Where possible, a squad must play its paid members first and foremost and use drafted in players as reserves only.
9. Points 6 & 7 will be assessed by where a player has paid his appropriate annual playing membership fee as per points 2 & 3. Paying for one squad is not an automatic right to play in another squad. Where reasonable, every player must get fair value and game time for their fee paid.
10. If a player has already played, or is likely to play, for a squad in any particular round of league fixtures, then they should only be used as a last resort as potential reserves for another squad of that same round. Paid up players of each squad should get preference over other players paid up to a different squad. Any player who feels that he has been unfairly treated as such

may lodge a complaint with the JOB Committee who will make a determination as appropriate.

11. Any breach of these rules will be dealt with by the JOB committee approaching the relevant league and having points deducted accordingly.
12. Any manager/coach/co-ordinator found breaching these rules (other than for reasons as in points 7, 8, 9 and 10) will be removed from his/her role immediately and suspended from playing and being involved with their squad for the rest of the season by the JOB committee.
13. The JOB Committee has final say on who manages/coaches each of the JOB squads.
14. The Doncaster Legends are a separate legal entity to JOB. They have their own Committee and Constitution that they are governed by and are required to adhere to for the benefit of their members. The Committee of Doncaster Legends will ensure that all of its members are paid up members of the JOB Social Club. Further, the Committee of Doncaster Legends will pay their fair and appropriate share of ground rental and insurance requirements as determined by the JOB Committee (see point 6). Doncaster Legends are however a separate incorporated club to JOB and have the right/obligation to determine and keep private their own internal rules and regulations as per their own Constitution and Rules of Association. The Committee of Doncaster Legends will however make all reasonable efforts to conform to the above rules in the interests of fairness and sportsmanship.

## **OVER 55's LEAGUE RULES**

1. No games will be played on Mother's Day or Queen's Birthday weekend.
2. A Referees panel will be established and run by the League.
3. Linesmen are to be provided by each team. If numbers preclude this, common sense to prevail i.e. accept the Referees decision.
4. If the Referee fails to arrive, game to proceed with each Captain arranging someone to Referee a half. Team Captains cannot referee game.
5. Visiting teams to advise the home team if they are short of numbers, before game day if possible. Home team to furnish extras to help out to even up the numbers. If both teams are short, then both teams to play equal numbers on the pitch.
6. Game to be played by players only from the two teams involved in that fixture. Captains are not to cherry pick players from other teams when they are short. The intent is to use players from the opposition on the day.
7. It is not desirable for players to play for two teams in the League, such practice is not countenanced. Intent is for everyone to get as much game time as possible with their own team. Players playing for two teams take game time away from other players. If teams are short, refer points 5 and 6.
8. Each team can have 2 players between 50 and 55 in their squad on the day. Age is decided by the age that a player turns at any time during the calendar year of that season. Captains can ask the Referee to check the opposition's driver's licences. If a team has more than 2 under age players in their squad before the game when checked, they may forfeit the game and a 3-0 loss recorded. Game to be played as a friendly. Captains can negotiate for more than two under age players in a squad for any game. If the two Captains agree then that is to be conveyed to the referee.
9. Each squad can have a goal keeper under 55 but older than 50 in addition to point 8.
10. No sliding tackles, no tackles from behind, no playing the ball by a player whilst that player is lying on the ground.
11. In the event of a game being cancelled by the Referee e.g. an unsafe pitch due to rain or such reasons as he deems appropriate or, a club or Council closes a ground and makes it unavailable for legitimate reasons, the game shall be recorded as a 0-0 draw and each team to receive one point each. There will be no replayed or postponed fixtures. If a club does close a ground, then the Referee is to also confirm that the closure was for legitimate reasons.

12. A player may be sin binned by the referee (or his team Captain) for 10 min to calm down if the player is showing violent, aggressive or extreme tendencies. If the sin bin is given by the referee it will be at the referee's discretion if a yellow card is also invoked. The player may be replaced whilst in the sin bin
13. All players to carry picture I.D. to every game e.g. driver's license. If a player is unable to produce I.D. on the day he cannot play. Referees and Captains discretion to check this. Realistically, a check should only be done if a Captain or the Referee suspects that one or more players are ineligible. If a check is done and a team is attempting to play a player(s) who is ineligible (e.g. more than 2 under age players, a cherry picked player from a team not scheduled for that fixture, a banned player etc, then they may forfeit the match 0-3. Game to be played as a friendly.
14. Should an incident occur that is not covered in the above rules, then the Captains will be consulted as to how that incident is to be treated. Determination will be guided by the spirit and intent of the Leagues philosophy and how the incident breaches that philosophy.
15. A team that consistently breaches the rules will be dealt with by a determination from the Captains of the other teams and the League and referees panel. Punishments could be forced forfeits, forced Captain bans and team bans.
16. In all instances, The League administration has an over-riding vote to make a determination.
17. Over-riding principal is one of intent. Captains and Clubs should at all times endeavour to conduct themselves in the spirit and intent of the League. Attempts to subvert that spirit and intent are breach of that intent and teams will be punished. If everyone follows the rules as above then the League will be enjoyable and incident free.