



## BDAFA Regulations and Adjustments Due allow for Dribl

<b>A Competition Regulations</b>	
A6.1 BDAFA Clubs must advise the appropriate BDAFA officials in writing or email at least 48 hours prior to the scheduled kick-off that a Team intends to forfeit. Irrespective of the date of advice, the BDAFA Competition Manager will advise the opposing Club and the referees' appointments officer. Note – any forfeit in MPL or WPL will be subject to penalties under paragraph A6.2 irrespective of any notice given.	<b>Clubs must advise BDAFA officials in writing through Dribl App or if Dribl App is down, form on the website, 48 hours prior to kick off.</b>
<b>B Registration</b>	
B2.4 Participants who are registered in more than one role, such as a Player who also Coaches or Manages, must have one registration ID for each role. Each participant must only have one FA number.	<b>For 2022 – identification will be digitally online using the Dribl System. Should identification of participants be in question, game is to be played under protest (dispute).</b>
B2.6 BDAFA will: d) provide the Club with Registration IDs except where a participant is otherwise ineligible to participate;	<b>Registration ID will be digitally online through the Dribl App.</b>
B11.2 Ineligible Players and RTOs (grouped as Participants) include (but are not limited to g) A Participant who cannot provide their valid Registration ID for inspection by the opposing team prior to or during the match;	<b>Dribl is considered a valid registration ID</b>
<b>C6 Team Sheets</b>	
C6.1 Each team will provide their own copy of the approved BDAFA team sheet, which is to be handed in at the canteen of the field at which the game is played at the end of the match. An official of each team will write each of their players' names and ID Numbers in blue or black pen (not felt-tipped) or be pre-printed on the BDAFA Team Sheet Template prior to the start of the match. Only players playing in the match must be listed on the Team Sheet and any players listed on the team sheet who will not participate in the game should be struck out and initialled by the RTO prior to the match.	<b>Team Sheets will be completed digitally via the Dribl App</b>  <b>If the Dribl App is offline, a paper team sheet will be permitted to be used.</b>

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<p>The number on the player's shirt must correspond with his/her name and ID Number (except for goalkeepers – see section C1.3).</p>	
<p>C6.3 In addition to the above, to complete the Team Sheet:  b) The Ground Marshall will verify their attendance by entering their name on and signing the Team Sheet and will also sign to verify the agreement from both teams on an unofficial referee.  e) A RTO from each team will sign the Team Sheet at the conclusion of the match to verify the details of their team and the score.</p>	<p><b>This can be filled out on match sheet under official tab and is to be completed by the home team.</b></p> <p><b>Dribl will require both team RTO's to verify and approve team sheet and unofficial referees prior to kick off in Dribl. RTO's will also be required to confirm results at the completion of the game in Dribl</b></p>
<p>C6.4 Completed Team Sheets for all matches must be lodged physically with or scanned &amp; emailed to the BDAFA Office by <b>8am on the Monday</b> following the match. If a Club elects to they may scan and email the team sheets to BDAFA, then the team sheets must still be physically delivered to the BDAFA office by the following Friday at 5pm. The hosting Club must ensure these deadlines are met. Clubs may be fined for each Team Sheet not meeting the stated deadline.</p>	<p><b>At the completion of the game, results and/or cards and any other game information is to be entered into Dribl App and Team sheets are to be completed within 30 min of the completion of the game.</b></p> <p><b>If Dribl is offline, a paper team sheet will be permitted to be used and they are to be delivered to the BDAFA office as per regulation C6.4.</b></p>
<p>C6.6 Teams will be included in the weekly Infringement Summary Sheets. However, excepting MPL and WPL, they will be not be invoiced for any fines incurred in the first two Fixtures of their competitions.</p>	<p><b>For the first 2 weeks of fixtures there will be no invoicing of teams sheet infringements for any competition.</b></p>
<p><b>Identification</b></p>	<p>Please Note:</p> <ul style="list-style-type: none"> <li>• Where Valid ID is referred to, Dribl digital online identification is the Identification we are using.</li> </ul>
<p>C7.1 Prior to the start of each match (at least 15 minutes before kick-off), both teams' RTOs will have exchanged and undertaken their ID checks with their opposition's RTO who will maintain custody of them till the end of the</p>	<p><b>Identification (ID) will be in digital form through the Dribl App. Each teams RTO will have access to view the oppositions ID prior to kick off.</b></p>

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<p>match. A player will not take the field of play without producing his/her Registration ID as proof of his/her registration. It is the responsibility of each team's RTO to review their opposing team's Registration IDs before the match commences to verify that all opposing players have a valid registration ID.</p>	
<p>C7.2 If a player's eligibility is in doubt, the opposing manager may take details from the questioned player's Registration ID. The match must be played under protest (see Section 8) and duly noted on the team sheet prior to the commencement of the match, or as soon as possible if in relation to late arriving player(s).</p>	<p><b>Protests (Disputes) are to be lodged as disputes in Dribl App.</b></p>
<p>C7.4 A team will not take the field nor a match start without Registration IDs being verified / exchanged. Teams will be allowed up to ten minutes after the scheduled kick-off time to provide their Registration IDs. Failure to comply with this will result in a forfeit.</p>	<p><b>Exchange of ID will be digitally via Dribl App</b></p>
<p>C7.5 RTOs must display their Registration IDs so that they can be readily identified by a Ground Marshall, Club Committee member, BDAFA Official, Referee or other Official duly recognised by the Board.</p>	<p><b>ID will be digitally online via Dribl App</b></p>
<p>C7.6 If a player is sent from the field of play by the Referee, the player's Registration ID is to be retained by the player's Club for presentation to BDAFA (if required) PRIOR TO that team's next match. Any breaches of this regulation will result in a forfeit loss by the player's team. (Note this only applies to registration cards and not registration sheets)</p>	<p><b>ID is now online digitally via Dribl App. This regulation is no longer required</b></p>
<p>C7.7 Players who arrive after the start of a match (e.g. those coming from another game or otherwise arriving late) must provide their Registration ID to the opposing Team's Official prior to participating in the match. The Registration ID and the player's eligibility will then be verified and retained with the other ids until the end of the match. The late arriving player's name must be included on the Team</p>	<p><b>The Player must still present themselves to the opposing team, but ID is digitally online for review by opposing team.</b></p>

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<p>Sheet prior to the match commencing unless they are making the total number of players to eleven.</p>	
<b>C8 Protests</b>	
<p>C8.1 If, prior to the kick-off of a match, a team believes their opponent may be in breach of any of BDAFA's regulations they can elect to play the match under protest. Teams wishing to play under protest must inform the opposing team manager prior to the start of the match, or at the earliest opportunity if the protest is in relation to late arriving players. The protest must be noted on the Team Sheet (note only the match official can add to the team sheet once match has commenced). Failure to do so will result in the dismissal of any such protest. Such protests duly noted <b>must</b> be confirmed in writing to BDAFA by the protesting Club. BDAFA will then, and only then, consider the merits of the protest and decide if there has been a breach of the BDAFA Regulations.</p>	<p><b>Protests (Disputes) are to be lodged as disputes in Dribl.</b></p>
<b>C9 Before the Start Of Play</b>	
<p>Before the start of each match both teams will:</p> <p>C9.2 The Referee is to be presented with the team sheet of their allocated game by both teams before the start of play.</p>	<p><b>Teams are to complete their team sheet online. Once this has been completed and confirmed it will be available electronically to the referee.</b></p> <p><b>Once a team sheet is approved by an both RTO's, changes can only be made by the referee</b></p>
<p>C9.3 If an Official or Club Referee is not appointed to the match, both teams must agree 10 minutes before the scheduled kick-off time on which one person will referee the entire match. If no agreement is reached the match is not to be played and no points will be awarded and the match will not be replayed. However, if BDAFA deems a team is using this regulation to avoid playing the match it may award the points to the opponent</p>	<p><b>Once teams agree to an unofficial referee, the unofficial referee will need to be entered into Dribl and officiate the match as a Non-Accredited Referee under the Add Official tab in the Dribl Match Sheet</b></p>



## **C15. Unofficial Referees**

a) Although not a registered member of BFR, the Unofficial Referee (who may be a Club Referee, player, spectator or Club official) has the same powers as an Official Referee and may officiate the game using FIFA's Laws of the Game, any approved modifications of those Laws and BDAFA's Regulations. They may issue cautions, temporary dismissals and send offs as required and must record the details of those issued on the Team Sheet or appropriate forms supplied by their Club (also available from the BDAFA website). The team sheet should be noted accordingly with the Club involved, players name, ID number and offence. All reports must be forwarded via the Club Secretary to reach BDAFA Secretary before Monday 5.30pm.

**The unofficial referee (Non accredited referees) will need to be added into Dribl by the home team recorder to officiate the match.**

**The home team recorder will record goals and cautions, temporary dismissals & send offs, through the Dribl app on behalf of the Non accredited referee.**

**All reports must be forwarded via the Club Secretary to reach BDAFA Secretary before Monday 5.30pm.**