

# Federation Competition Regulations

## AFF Boys and Girls Youth 10<sup>th</sup> Grades

### AFF Boys 11<sup>th</sup> Grade



#### **1. Reference to General Provisions**

These regulations are specific competition regulations governing aspects of play and procedure as allowed under Section 6 of the Federation Competition Regulations, Youth 10<sup>th</sup> to 17<sup>th</sup> Grade, General Provisions. ***The General Provisions shall apply to these Grades as well as these specific competition regulations.***

#### **2. Number of players per side**

Teams shall be 7 a side, with one player designated as the Goalkeeper.

#### **3. Duration of matches:**

All Grades 2 x 25 min halves plus 5 min half time

In the event of a late start for any reason, if it is known or can be ascertained prior to kick-off that there is *no* later match scheduled for the pitch which would be disrupted by so doing, the match shall be extended to its normal duration in two equal halves. If there *is* a match scheduled to follow on the same pitch, *or if it is not known whether there is such a match to follow*, the time available shall be divided into equal halves with allowance for half time, so that the match shall end at the scheduled finish time and the next match on the same pitch may commence at the time scheduled on the fixtures. The agreed game duration shall not be changed once the game has commenced, *even if it becomes clear that there is no match following*. No injury time or referee's added time shall be played.

If both teams have a minimum of five players the match must start on time. The home team (the team named first on the fixture) is expected to be ready to start on time. In the event of the home team not being ready with a minimum of five players to begin the game at the scheduled time, or the away team not being ready with a minimum of five players 10 minutes after the scheduled start time, the team present and ready to start may claim the match as a default.

By agreement between both teams' coaches/managers, matches may be played with reduced equal numbers on each side.

#### **4. Substitutions**

Teams should have a maximum of 10 players, only 7 to be on the field at any one time, one must be the goalkeeper.

There is no limit on the number of substitutions. Unlimited interchange of players is allowed *without* requiring the permission of the referee, provided that:

- i) the player leaves the field completely before the substitute goes on
- ii) substitutions are made during a break in play
- iii) players always enter and leave from the half-way line.

#### **5. Match Balls**

A size 4 FIFA-approved match ball shall be provided by the home team.

#### **6. Shin guards**

Shin guards must be worn at all times, and must not be exposed.

#### **7. Goal Kicks**

A restart after the ball has crossed the goal line for a goal kick may be taken from the goalkeeper's hands (kicked, thrown or rolled) OR from a place kick on the ground. Where the ball has been received by a goalkeeper in the normal course of play FIFA Laws of the Game will apply.

## 8. Corner Kicks

If the game is being played on a marked small pitch, or on half a senior pitch, the corner shall be taken from the corner flag.

If the game is being played between the penalty boxes, the corner shall be taken from the edge of the penalty box.

## 9. Referees

If there is no appointed official, the home team may provide a Club Based Referee (CBR) with current accreditation (by way of a current CBR ID card with Membership Number) to control the whole fixture. If a CBR is provided he or she shall provide his/her name and membership number to the visiting coach/manager, and is required to wear their CBR shirt. If the home team does not have a CBR, and the visiting team does, then the visiting CBR shall control the fixture. If none of the above is available, the home team shall provide a referee for the first half and the visiting team shall provide one for the second.

Alternatively, teams may agree at the start of the game that one referee shall officiate the whole game, or at the start of the second half that the referee from the first half may continue to referee to the end of the game. Once agreed the referee should not be changed during a half other than for injury or on the mutual agreement of both team coaches. In any event, the referee controlling any part of the fixture has the same rights and obligations as an appointed official.

The prime purpose of anyone refereeing in these grades is to add to the enjoyment of the players through the application of the Laws of the Game, these regulations, common sense and fair play.

## 10. Goals and Markings

The approved goals, and marked grounds with corner flags must be supplied by the home team and must be in place before the scheduled kick-off time. Nets are recommended for all Federation Youth Competition matches. Where half standard pitches are used there is no requirement for additional markings to be provided.

Goal size should be minimum 3.6m x 1.8m inside measurements, recommended size is 4m x 2m inside measurements.

It is recommended, but is not obligatory, that clubs indicate, by cones or other suitable markers, on the side lines and goal lines not on the field of play, a goalkeepers area approx 20 metres wide and 10 metres deep. Referees in these grades should award penalty kicks (to be taken from 9 metres) for foul play *clearly* inside this area, and handball for goalkeepers handling the ball *clearly* outside it. Whether or not the markers are in place, and whether or not assistant referees have been provided (see Offside below) the referee is the sole judge of whether to halt play and award a free-kick or penalty.

## 11. Offside

10<sup>th</sup> Grade Boys and Girls: The off-side law **WILL NOT** be applied in these grades. However, coaches must discourage players from consistently standing in an off-side position — this is not in the spirit of the game.

11<sup>th</sup> Grade Boys: The off-side law **WILL** be applied in this grade. Teams are encouraged to provide their own assistant referees to advise/assist the referee. The referee is the sole judge of whether to halt play and award an indirect free-kick.

## 12. Uniform Clashes

Where there is a clash of colours, the away team (ie second-named team) in the fixture must provide a change of shirts that does not clash with the home team's registered colours. Failing to provide such a change, or playing in unregistered colours that creates a clash, will incur a fine for Incorrect Strip as set out in the Schedule of Fees.

### **13. Defaults**

Defaults must be notified in writing to the Federation by the Club Secretary no later than 12.00 noon on the Friday preceding the fixture so that the ground may be used for an alternate fixture and any referee allocation can be changed. Clubs may be fined for defaults not notified before this deadline in accordance with the Schedule of Fees published from time to time by the Federation. Any team defaulting two games consecutively, or three in a season, may be further fined and may be expelled from the competition. It is recommended that defaulting teams also advise their opposition as a matter of courtesy.

### **14. Team Mastercards and Player Eligibility**

As per Section 2 of the General Provisions, Team Mastercards with a full list of all players' names and dates of birth must be supplied to the Federation office on the Thursday prior to the first game of the season. A template Team Mastercard is available from the AFF website and in the Club Operations Manual.

Failure to lodge the Team Mastercard before the first game of the season or subsequently will incur a fine to the Club in accordance with the Schedule of Fees published from time to time by the Federation.

Teams must produce their Team Mastercards if requested by the opposition. Failure to produce the Team Mastercard on request shall incur a fine to the team's Club in accordance with the Scale of Fees published from time to time by the Federation.

All players playing in Federation competition are required to be registered on the Federation player database prior to taking the field. In the event of any protest or enquiry into player eligibility the Team Mastercard will be checked against the database.

Where clubs are found to have played an ineligible player the following sanction will apply:

- The offending team shall forfeit any points gained, goals scored by that team shall also be forfeited, goals against shall stand
- The opposing team shall be awarded the points for the match, goals scored by that team shall stand, goals against cancelled
- In the event of a scoreless draw, either before or after the application of the above, a 1-0 win shall be recorded in favour of the non-offending team
- If both teams are found to have played ineligible players, the match result shall be cancelled, any sanctions may be imposed by AFF, and the match may be replayed at the discretion of AFF
- The offending club(s) shall incur any Ineligible/Unregistered Player fine as set down in the Schedule of Fees published by AFF.

### **15. Dispensations**

Players should normally play within their correct age grade from early ages as problems will occur in later competitions/higher age grades. Age grade is determined by the year of birth, not school year, eg 10<sup>th</sup> Grade is for players who will *reach* their 10<sup>th</sup> birthday at any time during the calendar year, (not those who are 10 at the *start* of it).

Clubs may seek dispensation for players to play in lower age grades as noted in the Federation Competition Regulations, Youth 10<sup>th</sup> to 17<sup>th</sup> Grade, General Provisions. In 7-a-side competitions a maximum of one player per squad may be dispensated to play down from a higher age grade, and that player must be no more than one age grade older than the grade in which he is dispensated to play.

A full list of all dispensated players shall be furnished to every club at the start of the season and as it is revised during the season.

Failure to obtain necessary dispensation renders the player ineligible for the competition and will incur a fine to the Club in accordance with the Schedule of Fees published from time to time by the Federation.

Players playing up more than two age grades also require dispensation, and requests need to be accompanied by a letter from the parent or guardian supporting the request.

### **16. Field Sizes**

In most cases for operational ease, play will be on 1/2 of a standard pitch. For specially marked fields as well as where standard pitches are used, the recommended dimensions are minimum 50m x 30m, max 65m x 45m, ideal 60 x 40m. For health and safety reasons as well as to protect goal areas from wear, it is recommended that clubs consider that the sideline for 1/2 pitch should be the goal area (6 yard box) extended to the full-field sidelines by means of cones. However, spectators must remain behind the original full pitch goal line.

### **17. Coaches and Supporters**

Coaches may only coach from the sideline, not from behind the goal line. If a coach takes the field as a referee they are not allowed to coach from on the field of play.

Spectators and supporters should be along the sidelines not behind the goal line. Spectators guiding or advising a goalkeeper from behind the goal line are deemed to be coaches. Referees and opposing coaches are entitled to request that coaches, spectators and supporters move from behind the goal line to the sideline, and all coaches and Clubs should support and be prepared to adhere to this regulation.

### **18. Competitions**

Three points shall be awarded for a win, one point for a draw and no points for a loss.

Following any grading rounds, the team with the highest points at the end of competition in each league shall be declared the league champion. Goals for and against and goal difference shall not be used to determine competition winners, and teams equal on points will be declared joint champions.

### **19. Results**

Results are to arrive at the Federation faxed on the appropriate Club form, telephoned in, or be input direct to the Federation Competitions Management website, by no later than 10.00am on the Monday after the fixture. Teams failing to input results in time may incur a fine to the Club for Late Result as noted in the Schedule of Fees published from time to time by the Federation.

### **20. Other Matters**

These specific competition regulations should be read in conjunction with the appropriate NZ Football Rules and Regulations, Federation Rules and Youth playing regulations, Federation and NZ Football codes of conduct and FIFA Fair Play which shall apply to matters not provided for in these regulations