

Federation Competition Regulations

AFF 15th Grade Pre-season Cup



1. Tournament

These regulations are specific competition regulations governing aspects of play and procedure in the AFF 15th Grade Pre-season Cup, which of a three day competition administered by Auckland Football Federation (AFF).

The control and management of this Competition is vested in the Tournament Management, under the supervision of the Chief Executive and Auckland Football Federation Board.

Final decision on interpretation of these specific competition regulations as applied shall rest with the Tournament Management. All decisions are final.

2. FIFA Regulations

The AFF 15th Grade Boys Pre-season Cup shall be conducted under the current FIFA regulations except as otherwise specified in these specific competition regulations.

3. Number of Players per side

Teams shall have a maximum of 11 players on the field at any time and a minimum of 7 players. Although matches must not *commence* with fewer than 9 players a side should any team be reduced to less than 7 eligible players, whether through shortage or sending-off, the match shall be abandoned by the referee.

Teams shall be 11 a side, with one player designated as the Goalkeeper.

4. Team Mastercards and Player Eligibility

All players must be eligible according to the NZF Regulation on the Status and Transfer of Players (RSTP).

The tournament is for players born between 1st January 2001 – 31st December 2002, eligible for 14th and 15th Grade in the 2016 season.

All Participating players must be registered and marked active on GoalNet with the participating Club, with exception to a maximum of 5 guest players as defined below. It is the Club's responsibility to ensure players are properly registered in GoalNet and with the Tournament Management prior to taking the field in any match. It is the Club's responsibility to sight a copy of proof of age of the player, such document to be a birth certificate, Passport or other internationally recognised legal document. The Club is required to produce proof of age if requested by the Tournament Management.

Clubs must provide one copy of their squad list to Auckland Football Federation (AFF), authored by an official of the club, by the advised date prior to the commencement of the competition. The squad list shall include for each player the national identification number, given names and family names as registered in the Goalnet database, date of birth, gender, address, email and any guest player information.

Team mastercards must be completed and signed by an appropriate club official, and returned to the Tournament Management via email no later than 9am Monday 15th February 2016.

Teams can have a MAXIMUM of 18 players on the team mastercards submitted to AFF. Teams may field a MAXIMUM of 5 Guest Players. A Guest Player is defined as a player who was not registered and active on *GoalNet* with the relevant participating club in the 2015 season. (On or prior to 11th December 2015).

Guest players must be clearly identified on the team mastercards submitted to AFF. Guest players must have the written permission of an official at their previous club clearing them to participate in the tournament with the relevant participating club. This written permission is to accompany the team mastercard when submitted to AFF.

Applications to change the team mastercard after this time must be submitted via email to the Tournament Director for consideration along with an updated team mastercard. Only cases of injury, illness, or exceptional circumstances will be considered. The Tournament Management reserves the right to reject the application.

Squad list templates will be provided and published in the Auckland Football Federation 15th Grade Pre-season tournament information guidelines and regulations.

Once a player has taken the field for a club team in the AFF 15th Grade Pre-season Cup, they are cup-tied and cannot transfer to another team within the tournament period.

Where a team is found to have played an ineligible player(s), the team will forfeit the match. A team sanctioned with a forfeit is considered to have lost the match by 3-0. If the goal difference at the end of the match is greater than three, the result on the pitch is upheld.

5. Substitutions

Up to five substitutes may be used from up to **seven** named on the team card, at any time in the match. Each substitution shall require the permission to enter the field of play from the referee, and proceed as follows:

- 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.

6. Duration of matches:

All matches (including matches on finals day) will be two equal periods of 20 minutes with a half-time break of no longer than five minutes.

If at the end of regulation time the score is level in the Quarter Finals, Semi-Finals and Final stages, there will be a extra time period of 2 equal periods of five minutes, with no half-time period. If the scores are still tied at the completion of extra time, the match will be decided by kicks from the penalty mark as per standard FIFA regulation.

No injury time or referee's added time shall be played.

7. Match Balls

A size 5 FIFA-approved match ball shall be provided by Auckland Football Federation for each match.

8. Shin guards

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

9. Referees

Auckland Football Federation will appoint three point control, subject to referee availability. This includes one referee and two assistants per fixture.

10. Goals and Markings

Matches are to be played on full-size pitches with full sized goals (according to FIFA Laws of the Game). The approved goals, and marked grounds, including technical areas will be arranged by Auckland Football Federation.

11. Offside

The off-side law **WILL** be applied.

12. Uniform Clashes

Team colours will be collated and published in the Auckland Football Federation 15th Grade Pre-season tournament information guidelines and regulations.

Where there is a clash of colours, the away team (ie second-named team) in the fixture must provide a change of strip that does not clash with the home team's colours.

13. Shirt Numbering

For the purposes of player identification by match officials and spectators, numbering on the back of shirts is mandatory for this competition. There shall be no duplication of numbers within a team. Shorts, if numbered, must carry the *same* number as the shirt number worn by an individual player.

14. Defaults / Forfeits

Defaults must be notified to the Tournament Director at least one hour prior to kick-off.

Defaults shall be recorded as a 3-0 win to the non-offending team. If both teams are deemed to have defaulted or forfeited the match, a 'no result' shall be recorded.

A team sanctioned with a forfeit is considered to have lost the match by 3-0. If the goal difference at the end of the match is greater than three in favour of the opposing team, the result on the pitch is upheld.

15. Coaches and Supporters

Coaches and staff named on the match day team cards must remain in the technical area unless attending to injured players with the permission of the referee.

Coaches are reminded of the example they set, and their requirement to adhere to the NZF Code of Conduct. Breaches of the NZF Code of Conduct or misconduct committed by a coach shall be dealt with appropriately by the referee, who also reports the matter to the Tournament Management at the completion of the match.

Spectators and supporters must remain behind the ropes, and should at no point enter the field of play. Misconduct or breaches of the NZF Code of Conduct by spectators is to be reported in writing to the Tournament Management.

Breaches of this regulation, including misconduct, or breaches of the NZF Code of Conduct by a spectator, coach or other such person will be reported to the Tournament Management. The Tournament Management reserves the right to form a Disciplinary Committee in order to assist with appropriately sanctioning involved parties.

16. Fixtures & Postponements

AFF shall determine times, dates and grounds for any fixture and shall have the right at all times to amend, postpone or cancel any fixture.

Proposed postponement/abandonment of any match prior to the scheduled kick-off time, for any reason, shall be reported immediately to the Tournament Director, and the two teams involved.

Any match abandoned after kick-off, for any reason, shall be reported immediately to the Tournament Management by the referee present.

The Competitions Manager may decide that:

- The score at the time of the abandonment shall stand, or
- The match shall be awarded to one of the teams as a forfeit win

17. Competitions

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

There will be two groups of eight teams. The four teams with the highest points at the end of a round robin will then proceed onto quarter final stage. If teams are equal on points, goal difference shall be used to separate the teams and if still level the team with most goals scored will be declared the winner. If still level, the results of games in the round robin between the teams that are level will be taken into account, then aggregate the scores to determine the team to progress.

18. Team Cards

A completed tournament team card is to be filled out correctly by each team for each fixture, listing the given names and family names as registered on the mastercard database of eleven starting players and up to five substitutes.

The completed team cards should be handed to the referee no later than 15 minutes prior to the scheduled commencement of the game. The referee will confirm the score and any misconducts with the respective team managers, obtain their signatures and then sign both cards after the game. The referee will then return both cards to the Tournament Management.

19. Discipline and Misconducts

Teams, players, officials and spectators shall at all times behave in a manner that shall not damage the image of the game. Clubs are responsible for the behaviour of their spectators, players and coaching staff, and are required to ensure their representatives abide by the FIFA Code of Ethics and the New Zealand Football Code of Conduct and uphold the spirit of Fair Play while participating in this Competition.

No charge will be made for any misconducts. This waiving of fines does not apply in cases of exceptional misconduct where the Tournament Management or the Disciplinary Committee may impose whatever penalties it may feel are appropriate. Suspensions associated with misconducts will be applied to age grade players.

Any misconducts resulting in a suspension will be carried out as noted in the NZF Disciplinary Code. Any player who is sent from the field of play by a referee shall be automatically suspended until his team has played a minimum of one further match in the tournament.

A player who receives two cautions during round robin play shall miss the next match in the tournament.

Any caution or suspension (unless for NZF Disciplinary Codes R4, R11-R15) incurred during the round robin play will not be carried forward to Finals Day on Sunday 6th March 2016.

Any caution or suspension (unless for NZF Disciplinary Codes R4, R11-R15) incurred on Finals Day, shall be served in that tournament.

Misconducts, cautions and expulsions shall be referred to the player's relevant Federation who will inform the player's club through normal processes and will be dealt with under the New Zealand Football Disciplinary Code.

Instances of exceptional misconduct, involving players or officials, where the Tournament Management deems it necessary it shall convene a Disciplinary Committee to hold a Disciplinary Hearing to rule on an incident. The Tournament Director may require an individual(s) to appear before the Committee, in which case the individual(s) may be accompanied by their parent or guardian and an official of their Club to give evidence or make a plea on their behalf. If the requested person fails to attend the Disciplinary Hearing, the Disciplinary Committee may make a decision in their absence. The Disciplinary Committee shall have the power to impose whatever penalties it may feel appropriate depending on the circumstances. The decision of the Disciplinary Committee will be communicated to the Club in writing.

20. Protests

Protests in connection with player eligibility will be accepted by the Tournament Management. All protests must be in writing, clearly stating the relevant facts. All protests in connection with the tournament must be received by Tournament Management within one hour of the conclusion of the match in which the dispute has arisen. The dispute will be considered by the Tournament Officer of the day and the decision is binding with no redress following recommencement of the contest.

21. Other Matters

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