

# Federation Competition Regulations

## 12<sup>th</sup> Grade boys – AFF Fullers Cup



### 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 12<sup>th</sup> Grade, General Provisions. ***The General Provisions shall apply to this grade as well as these specific competition regulations.***

### 2. FIFA Regulations

The AFF Fullers cup shall be conducted under the current FIFA regulations except as otherwise specified in these specific tournaments regulations.

### 3. Retreating Line

The Retreating Line rules and regulations apply and are described in the First Schedule attached to these regulations.

### 4. Number of players per side

Teams shall be 9 a side, with one player designated as the Goalkeeper. The maximum squad size for the AFF Fullers Cup is 12, with only 9 players to be on the field at any one time.

### 5. Duration of matches:

2 x 17.5 min halves plus 3 minute half time.

No injury time or referee's added time shall be added at the ending of tournament games.

If both teams have a minimum of six 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 six players to begin the game at the scheduled time, or the away team not being ready with a minimum of six 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.

### 6. Substitutions

Up to five substitutes may be used, with unlimited interchange of players 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 stoppage in play
- iii) players always enter and leave from the half-way line.

### 7. Match Balls

Size 4 match balls will be provided by Auckland Football Federation.

### 8. Shin guards

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

### 9. Goal Kicks

A restart after the ball has crossed the goal line for a goal kick shall be 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.

### 10. Corner Kicks

Corner kicks shall be taken from the corner flag.

### **11. Referees**

Auckland Football Federation will provide an appointed independent Club Based Referee for each fixture. There shall be no Assistant Referees appointed to any group games.

### **12. Field Sizes**

Play will be on 1/2 of a standard pitch. With minimum dimensions of 60m x 45m and maximum dimensions of 70m x 50m.

Kick-offs or restarts to the game shall commence from the half-way line of the field.

### **13. Goals and Markings**

Approved goals and marked grounds will be supplied by Auckland Football Federation and will be in place before the scheduled kick-off time. Nets will be supplied for goals as recommended for Federation Youth matches.

Goal sizes will be a minimum of 3.8m x 1.8m inside measurements, with the maximum size 5m x 2m inside measurements.

### **14. Offside**

The off-side law **WILL** be applied in this tournament in conjunction with the retreating line rule.

### **15. Uniform Clashes**

Team colours will be collated and published in the AFF Fullers Cup tournament program.

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.

### **16. 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.

### **17. Squad lists and Player Eligibility**

Anyone playing must be registered and marked active with the participating Club and Auckland Football Federation. It is the Club's responsibility to ensure the player is properly registered in Goalnet with the Federation prior to taking the field in any match.

Squad lists must be submitted no later than 26<sup>th</sup> February 2016.

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 Federation.

Clubs must provide one copy of their squad list to Auckland Football Federation, authenticated 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 dispensation information.

Squad list templates will be provided and published in the AFF Fullers tournament information guidelines and rules.

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.

### **18. Coaches and Supporters**

Coaches may only coach from the sideline, not from behind the goal line.

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.

Where the alignment of portions of a senior pitch mean that spectators (so as not to be walking and standing within the bounds of a senior field) are sited at one end of the pitch in use, they shall be at least 3 metres behind the goal line so as not to interfere with play.

### **19. 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 AFF Competitions Manager, by the referee if present, or if no referee is present, by the home club.

Any match abandoned after kick-off, for any reason, shall be reported immediately to the AFF Competitions Manager, by the referee if present, or if no referee is 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, or

### **20. Competitions**

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

Goals for and against and goal difference will be used to determine table leaders.

### **21. Results**

Score cards will be held by the referee and signed by either team coaches or an available official of the team at conclusion of each game. Referees will submit the score card to the tournament director at the end of each game.

### **22. Registrations and Withdrawals.**

Registrations are open from 3pm Monday 29<sup>th</sup> February. Registration links will first be sent to teams who have shown an expression of interest, followed by a release to a wider selection of teams at 4pm on Wednesday 2<sup>nd</sup> March depending on registrations received.

There is a tournament entry fee of \$590 inc. GST. This covers Tournament costs as well as Ferry and shuttle transport for 12 players, and 2 staff and is non-negotiable. A registration is not complete until payment is received.

All teams must be registered with team lists being received, and also be fully financial prior to midday, Friday 4<sup>th</sup> March. Withdrawal of registered teams after this date will incur an admin cost of \$88.60 – which will be deducted from the returned entry fee.

Withdrawal of teams after midday Thursday 10<sup>th</sup> March will receive no refund.

### **23. 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.

## **First Schedule - RETREATING LINE - RULES AND REGULATIONS**

### **1. Dimensions**

The Retreating line is 18 metres horizontally from the goal line on the field of play. It will clearly be indicated by flat markers on the side-line and across the pitch to have minimal impact on the run of play.

### **2. Goalkeepers and Players**

When a team's goalkeeper catches/picks up the ball or is taking a goal kick, the opposition **MUST** drop back behind the retreating line.

Only after the goalkeeper plays the ball out and one of the goalkeeper's team-mates touches the ball, can the attacking player advance over the retreating line. Coaches are asked to encourage all players to play the ball as quickly as possible from the goal keeper and not to allow the ball to continue to roll towards the retreating line.

### **3. Offside**

The offside law **WILL** be applied.

The offside law will be applied between the retreating line and goal line only.

### **4. Infringement**

If a player advances beyond the retreating line before the opposition has touched the ball, or fails to drop behind the line, the Retreating Line regulation has been infringed.

On the first occasion each team infringes the referee will stop the game and;

- i) advise all players the reason for the stoppage and re-emphasise the rule
- ii) play is restarted with either a goal kick or the ball in the goalkeepers hands to play the ball out

For the second or subsequent infringements by the team the referee will award an indirect free kick on the retreating line to the opposition.