

# Competition Regulations 2008 Metropolitan Youth League



UNITED SOCCER 1

## 13<sup>th</sup> to 17<sup>th</sup> Grades

### 1. Metropolitan Leagues

These regulations are specific competition regulations governing aspects of play and procedure in Metropolitan Leagues, being elite football competitions administered by the Auckland Football Federation involving boy's youth teams from clubs in AFF and neighbouring Federations.

### 2. Sanction Required

Where teams are from clubs other than AFF, sanction must be granted by the appropriate Federation for those clubs to participate.

### 3. FIFA Regulations

All Metropolitan Leagues shall be conducted under the current FIFA regulations except as otherwise specified in these specific competition regulations.

### 4. 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. Should any team fail to field 7 eligible players, whether through shortage or sending-off, they shall forfeit the match.

### 5. Duration of matches:

13 <sup>th</sup> Grade	2 x 27.5 min halves plus 5 min half time
14 <sup>th</sup> Grade	2 x 35 min halves plus 5 min half time
15 <sup>th</sup> and 17 <sup>th</sup> Grades	2 x 40 min halves plus 5 min half time

In the event of a late start for any reason, if there is no later match scheduled for the pitch which would be disrupted by so doing, the match, at the sole discretion of the appointed referee or if there is no appointed referee by mutual agreement of both coaches/managers, may be extended to its normal duration in two equal halves. If there *is* a match scheduled to start on the same pitch the time available may at the sole discretion of the appointed referee or if there is no appointed referee by mutual agreement of both coaches/managers 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. If the game has been shortened as above, no injury time or referee's added time shall be played.

If both teams have a minimum of seven 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 seven players to begin the game at the scheduled time, or the away team not being ready with a minimum of seven players 10 minutes after the scheduled start time, the team present and ready to start may claim the match as a default.

### 6. Substitutions

Up to three substitutes may be used from up to 5 named on the team card, with unlimited interchange of players at any time in the match, but requiring the permission of the referee, and 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.

## **7. Match Balls**

13<sup>th</sup> Grade A size 4 FIFA-approved match ball shall be provided by the home team.

14<sup>th</sup> to 17<sup>th</sup> Grade A size 5 FIFA-approved match ball shall be provided by the home team.

## **8. Shin guards**

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

## **9. Corner Kicks**

Corner kicks for 13<sup>th</sup> grade matches played on full-sized fields are to be taken four metres out from the edge of the penalty area towards the corner flag. Corner kicks in grades above 13<sup>th</sup> shall be taken from the corner flag.

## **10. Referees**

If there is no appointed official, the home team may provide a Club Based Referee (CBR) with current accreditation 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, and common sense.

## **11. Goals and Markings**

Matches in all grades covered by these specific competition regulations are to be played on full-size pitches. 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 compulsory for all Boys Youth Metropolitan League matches.

## **12. Offside**

The off-side law will be applied in all grades covered by these specific competition regulations. The referee shall be the sole judge of offsides unless it is mutually agreed by *both* teams prior to the start of the game that *both* teams will supply an assistant referee. The referee remains the sole judge of whether to halt play and award a free-kick.

## **13. 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 AFF Schedule of Fees.

## **14. Defaults**

Defaults must be notified in writing to their own Federation by the Club Secretary no later than 12.00 noon on the Friday preceding the fixture so that grounds 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 AFF Schedule of Fees published from time to time by the Federation, and may be further charged for referee fees. 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.

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

Anyone playing in a Boys Youth Metropolitan League fixture must be registered with the participating Club and their respective Federation. It is the Club's responsibility to ensure the player is properly registered with the Federation prior to taking the field in any match.

Clubs must provide two copies of team lists to their Federation on the approved Federation Mastercard, authenticated by an official of the club, latest by the Thursday prior to the commencement of competition. The Mastercard shall include for each player the full name, date of birth and where applicable the Club and division played in during the previous season. One copy shall be retained by the Federation, one dated and counter-signed by the Federation and returned to the club.

No player shall be permitted to take the field in any Boys Youth Metropolitan League fixture unless they appear on a validated Team Mastercard.

Clubs wishing to add a player to a team after the Mastercard has been supplied must complete a new Mastercard form in duplicate, supply it to their Federation, and receive a validated copy counter-signed by the Federation, prior to the start time of the first competition match the player is to play in for the Club.

A template Team Mastercard is available from the AFF website and in the AFF Club Operations Manual.

A maximum of twenty (20) players may be recorded on the Team Mastercard at any one time. Clubs wishing to add a player to a team after the Mastercard has been supplied must complete a new Mastercard form and supply it to the Federation prior to the start time of the first competition match the player is to play in for the Club.

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

Mastercards must be available at all Boys Youth Metropolitan League fixtures for inspection by opposition coaches/managers if so requested. Such requests to view the Team Mastercard must be made no later than 15 minutes prior to kick off or must wait until after the match.

Failure to produce the Team Mastercard on request shall incur a fine to the team's club of \$100. In addition the offending team, if it has won or drawn the game, will forfeit the game as a win to the non-offending team and goals scored by the offending team shall be deleted.

If neither team is able to produce their Team Mastercard then no competition points will be awarded for the game and a 'no result' shall be recorded.

In the event of any protest or enquiry into player eligibility the Team Mastercard will be checked against the database. Teams found to have played an ineligible player will lose all points gained in all fixtures in which the ineligible player appeared, and will incur a fine to the Club in accordance with the Schedule of Fees published from time to time by the Federation.

## **16. 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 13<sup>th</sup> Grade is for players who will *reach* their 13<sup>th</sup> birthday during the calendar year, (not those who are 13 at the *start* of it).

No dispensations will be granted for players to play below their age grade in Boys Youth Metropolitan League competition.

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

### **17. Coaching**

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.

### **18. Competitions**

There will not normally be grading rounds unless the number of clubs entering renders it necessary. Leagues shall consist of a double round-robin, home and away, unless the AFF Competitions Manager in consultation with other Federations is required to devise an alternative format.

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

Defaults shall be recorded as a 3-0 win to the non-offending team. If both teams are deemed to have defaulted, a 'no result' shall be recorded unless the AFF Competition Manager in consultation with other Federations decides to reschedule the game.

Following any grading rounds, the team with the highest points at the end of competition in each league shall be declared the league champion. If teams are equal on match points, goal difference shall be used to determine the winner, and if still level the team with most goals scored will be declared the winner. If still level, the result of games in Championship round(s) will be taken into account to determine the winner, and finally if still level teams shall be declared joint champions.

### **19. Team Cards**

A completed Federation team card is to be filled out correctly by each team in a Boys Youth Metropolitan League fixture, listing the eleven starting players and up to five substitutes.

If there is an appointed referee, completed team cards should be handed to the referee prior to the commencement of the game. The referee will sign both cards and hand them back to the respective teams after the game. Each team will sign the cards and return them to their respective Federations within the allotted time (AFF requirement is within 72 hours).

If there is no appointed referee the team cards are to be exchanged with the opposition at the end of the game, to be signed by both teams and the referee who completed the game, and forwarded to the team's Federation office as above.

Each team is responsible for its own team card.

### **20. Results**

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

### **21. Playing Days**

13 <sup>th</sup> to 15 <sup>th</sup> Grade	Saturday
17 <sup>th</sup> Grade	Sunday

## **22. Misconducts**

Misconduct reports and Incident Reports shall be sent to and dealt with by offending teams' Federations as per New Zealand Football Regulations, except reports of Violent Conduct (including spitting) and Exceptional Misconduct, which shall be dealt with by a joint Boys Youth Metropolitan League Judicial Hearing.

The personnel of any such Judicial Committee shall be agreed by the CEO's of participating Federations with any decisions handed down to be implemented by the offending player's Federation.

## **23. Protests and Disputes**

Protests and Disputes shall be lodged in accordance with Federation Rules and Regulations to the clubs own Federation. Protests shall be decided by the AFF Competitions Manager in consultation with other Federations, and if necessary be referred to a joint Judicial Committee as described in 21 above.

Wherever possible, intended protests should be noted on the team card by the referee or a club official.

## **24. 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.