



**Northern Region
Football**

Regulations 2023

COMPETITION REGULATIONS

**NRF Men's League One
NRF Men's League One Reserves
NRF Women's Conference
NRF Youth Championship
NRF Youth Conference**

Note – regulations are subject to change.

TABLE OF CONTENTS

1	DEFINITIONS:.....	4
2	COMPETITION	6
3	ORGANISATION OF THE COMPETITION	6
4	PARTICIPATION CRITERIA	7
5	ENTRIES FOR THE COMPETITION	7
6	SPONSORSHIP	8
7	DISCIPLINARY MATTERS	9
8.	REFEREE’S REPORTS.....	9
9	MISCONDUCTS, SUSPENSIONS AND FINES.....	9
10	DISPUTES.....	10
11	PROTESTS	11
12.	DISCRIMINATORY INCIDENTS	12
13	SIDELINE BEHAVIOUR	13
14	MATCH VENUES, DATES AND KICKOFF TIMES.....	13
15	FIELD OF PLAY	14
16	MATCHDAY LINEUP IN NATIONAL REGISTRATION SYSTEM.....	14
17	REGISTRATION OF PLAYERS	15
18	ELIGIBILITY OF PLAYERS	15
19	RELEASE OF PLAYERS TO A REGIONAL TEAM	16
20	RELEASE OF PLAYERS TO A NATIONAL TEAM	16
21	GENERAL MATCH DAY REQUIREMENTS.....	17
22	CHANGING FACILITIES	17
23	EQUIPMENT	18
24	REFEREES, ASSISTANT REFEREES AND FOURTH OFFICIALS	19
25	TECHNICAL AREA	19
26	PLAYING OF FIXTURES	20
27	MATCH RESULTS.....	22
28	TROPHY, AWARDS & MEDALS	22
29	FINANCIAL PROVISIONS.....	23
30	NON-COMPLIANCE	23
31	INTELLECTUAL PROPERTY	23
32	CODE OF CONDUCT	23
33	MISCELLANEOUS	23
34	REFERENCES	23

SCHEDULE 1 – NORTHERN REGIONAL FOOTBALL – FEES AND FINES

SCHEDULE 2 – NRF GAME DAY TRAVELLING WET WEATHER PROCESS
APPENDIX 1 - NRF SENIOR MENS LEAGUE ONE COMPETITION
APPENDIX 2 - NRF SENIOR WOMENS CONFERENCE COMPETITION
APPENDIX 3 - NRF YOUTH COMPETITIONS

1 DEFINITIONS

The terms given below denote the following:

- 1.1. **Away Team:** The Club playing a match at an opponent's nominated match venue.
- 1.2. **Club:** An affiliated member Club of NZF or of the Federation that enters at least one team in a Competition.
- 1.3. **Comet:** The NZF National Registration System and Competitions Management System.
- 1.4. **Commercial Contract:** means the commercial contracts that NRF may enter into.
- 1.5. **Competition:** Any competition, tournament or league administered by the Federation including pre-season, season proper, finals series and any post-season tournament or knockout cup competition.
- 1.6. **Competition Manager:** The official appointed by the Federation from time to time to administer the Competition.
- 1.7. **Controlling Federation:** The control of the competition falls to the Northern Region Football and any person they nominate to manage the competition. Northern Region Football and WaiBOP Football Federation are jointly responsible for the administration of the Competition.
- 1.8. **Fines and Fees Schedules:** The schedule attached to these Regulations.
- 1.9. **Health and Safety Regulations:** The Health and Safety Act 2015 and all other relevant regulations.
- 1.10. **Home Club:** The Club responsible for the organisation and management of matches played at their own nominated match venue.
- 1.11. **Home Team:** The Team named first on the Competition fixture.
- 1.12. **Home Venue:** A match played at a Club's own nominated match venue.
- 1.13. **IFAB:** International Football Association
- 1.14. **LOTG:** International Football Association Board Laws of the Game.
- 1.15. **Match Day Line-up:** The official match record (Comet Match Report) within the National Registration System.
- 1.16. **Match Information Sheet:** The Match Day Line-Up/Match Report/Team List/Team Card or any other means of recording Player participation in a Competition Match.
- 1.17. **Match Official:** the appointed referee, assistant referees, fourth official or match assessor to a fixture.
- 1.18. **National Registration System (NRS):** The national registration system that NRF uses from time to time, which at the date of these Regulations is COMET.
- 1.19. **NRF:** Northern Region Football, the name of the combined entity of Auckland and Northern Football Federations respectively.
- 1.20. **NRF Disciplinary Committee:** The Disciplinary Committee of NRF.
- 1.21. **NZF:** New Zealand Football Incorporated.
- 1.22. **NZF Disciplinary Committee:** The Disciplinary Committee of NZF.
- 1.23. **NZF Statutes:** means the Statutes of NZF, including any schedules and other annexures to these statutes.

- 1.24. **Non- Citizen Player:** a Player who does not hold New Zealand citizenship
- 1.25. **Player:** Any football player registered as such with a Club, and **Players** shall be construed accordingly.
- 1.26. **Playing:** Means taking the field of play. Being named on the Match Information Sheet/Team Line-Up/Match Report/Team List/Team Card and not taking the field of play does not constitute as playing.
- 1.27. **Registration Date:** The date by which Players must be registered to a Participant in order to be selected to play in the NRFL, set at 30 June 2023, and in accordance with the NZF Regulations on the Status and Transfer of Players.
- 1.28. **Regional Association Disciplinary Committee:** The Disciplinary Committee of a Regional Association (a Federation).
- 1.29. **Regulations:** Refers to these NRFL Competition regulations.
- 1.30. **Season:** The period of time starting with the first official match of the Competition and ending with the last official match of the Competition.
- 1.31. **Start List:** the list of Players and Officials selected from a Club to compete in any NRFL Fixture within the National Registration System.
- 1.32. **Team Official:** any member of a participating club who operates a non-playing capacity role.
- 1.33. **WaiBOP:** WaiBOP Football Federation.

2. COMPETITION

- 2.1. Participation in the Competition shall be open to invited Clubs within the boundaries of Northern Region Football (NRF).
- 2.2. The Federation recognizes the shared responsibility for the Competition, and the need for shared decision making between the NRF and WaiBOP. For the purposes of these Regulations, where it is indicated the Federation has sole discretion in decision making it should indicate prior discussion and consultation with WaiBOP where required will have taken place.
- 2.3. Final decisions on interpretations of any part of these Regulations shall rest with the Federation. A decision by the Competition Manager in regards to these Regulations can be appealed to the Federation's Regional Association Disciplinary Committee as per the NZF Disciplinary Code.
- 2.4. The Federation shall have the right to amend or replace these regulations from time to time. No change to these Regulations will be implemented without a minimum notice period to Clubs of 30 days.
- 2.5. The Federation shall have the right to change the Competition name to reflect the name of a sponsor if it so desires.
- 2.6. These Regulations regulate the rights, duties and responsibilities of all Clubs in the Competition. These Regulations are binding for all parties participating and involved in the preparation, organisation and hosting of the Competition.
- 2.7. All matches shall be played in accordance with the IFAB Laws of the Game unless modified in these Regulations.
- 2.8. The NZF Statutes and Regulations, the FIFA Statutes and all FIFA Regulations in force shall apply. Any reference in these Regulations to the NZF Statutes and Regulations, the FIFA Statutes and FIFA Regulations, refers to the Statutes, Rules and Regulations valid at the time of application.

3. ORGANISATION OF THE COMPETITION

- 3.1. Unless otherwise determined by these Regulations, the entire control and management of the Competition shall be vested in the Federation. The Federation shall have the power to do all other things necessary to ensure the progress of the Competition through all its stages and may take appropriate action to bring about such results. All or any of the powers vested in the Federation may be delegated to a nominee.
- 3.2. The Federation shall determine the number of teams that may compete in the Competition. The decision of the Federation as to the composition of the Competition shall be final and binding. The Federation retains the ability to increase or decrease the number of teams at its sole discretion.
- 3.3. The Federation may appoint a Competition Manager or similar who shall be responsible for administration of the competition.

- 3.4. Each Club competing in the Competition shall be primarily responsible for the organisation and control of each of their own home matches in a manner consistent with the objectives of the Competition, in accordance with any instructions as may from time to time be issued by the Federation.
- 3.5. At the time of accepting entry to the Competition, each Club shall nominate its match venue(s) to allow inspection and approval by the Federation.

4. PARTICIPATION CRITERIA

- 4.1. The Federation reserves the right to inspect any Club's grounds and facilities prior to the acceptance of any team into the competition. If a Club fails to provide a suitable ground or acceptable facilities or has not met their obligations pursuant to these Regulations then the Club's team(s) may be refused entry into the Competition.
- 4.2. It is recorded that Clubs participating in the competition are expected to have a higher standard of ground and facilities than those participating in a lower Competition.
- 4.3. There shall be adequate public toilet facilities.
- 4.4. The venue must be equipped with adequate car parking and must be able to accommodate at least one (1) coach parking.
- 4.5. There shall be clubrooms at the match venue or other approved facility in close proximity to host visiting teams, supporters and other spectators.

5. ENTRIES FOR THE COMPETITION

- 5.1. Each Club wishing to compete in the Competition shall, on or before a date advised by the Competition Manager, confirm in writing their acceptance of an invitation to compete in said Competition.
- 5.2. Written confirmation is to be submitted on the Federation confirmation of entry form by the due date.
- 5.3. Entry to, and continued participation in, the Competition shall be determined by the Federation having regard to:
- 5.4. The Club satisfying criteria established from time to time by the Federation or New Zealand Football on a continuing basis.
- 5.5. The criteria established by the Federation shall include, but not be limited to Registration of the Club's Players and Officials, stadium facilities, and financial performance and shall otherwise be at the discretion of the Federation.
- 5.6. In the event of any Club not continuing in the Competition for whatever reason, including, failing to meet the aforementioned criteria, resulting in their removal from the Competition, then the filling of the consequential vacancy shall be determined by the Federation, which may in its sole discretion choose not to fill the vacancy.

- 5.7. Each Club competing in the Competition shall pay the Competition costs (Including Entry Fee) as directed by the Federation.
- 5.8. In the event of any Club not paying the relevant Competition costs as required, then, without prejudice to any other remedies available to the Federation, and at the sole discretion of the Federation, the Club may be subject to:
- 5.9. A suspension from participation in the Competition or any further iteration of the Competition.
- 5.10. The collection of unpaid costs being directed to a collection agency.
- 5.11. From time to time the Federation may set costs of participation above and beyond the normal Federation and NZF levies which shall be payable to the Club's own Federation.

6. SPONSORSHIP

- 6.1. Clubs must not enter into an agreement with a company that is part of the cigarette or tobacco industry, nor anything connected to those two industries, nor anything which may be regarded as distasteful or ethically or morally undesirable.
- 6.2. Players (including Goalkeepers) shirts may carry the same advertising subject to the following.
- 6.3. There is no conflict with the sponsors of the competition.
- 6.4. The sponsorship does not conflict with aims and objectives and the interests of NZF and Federations. (Where necessary the Federation will consult with NZF and other federations).
- 6.5. The dimensions of the advertising must not exceed those outlined below. Area shall be calculated measuring around the outline of the advertising including spaces between words and between elements of the logo and wording.
 - 6.5.1. One Competition logo if such is designed and in use, not exceeding 100 sq cms.
 - 6.5.2. One logo of the competition sponsor, not exceeding 100 sq cms.
 - 6.5.3. One club badge or emblem, not exceeding 100 sq cms.
 - 6.5.4. One example of the manufacturers trademark or name, not exceeding 20 sq cms.
- 6.6. The name or logo of the club sponsor or sponsors, which must be on the front and / or back of the shirt.
 - 6.6.1. Front – Not more than 450 sq cms in area, and max width 30 cm x height 15cm.
 - 6.6.2. Back – Not more than 300 sq cms in area, and max width 30 cm x height 10 cm.
- 6.7. One sponsor may appear on the front and back, or two different sponsors, one in each place.

- 6.8. The colour and design of advertising may be taken into account by Referees in determining any colour clash and may enforce a change of strip in their discretion where advertising is a factor.

7. DISCIPLINARY MATTERS

- 7.1. Disciplinary incidents will be dealt with in accordance with the NZF Disciplinary Code and the FIFA Disciplinary Code. Where there is any conflict between the NZF Disciplinary Code and these Regulations, then these Regulations shall apply.
- 7.2. The Competition Manager is authorised to determine the imposition and duration of the suspensions and fines pursuant to the NZF Disciplinary Code. The Competition Manager shall also retain the discretion to refer any disciplinary matters to the relevant Disciplinary Committee.
- 7.3. The Clubs, their Players and Officials, agree to comply with the IFAB Laws of the Game and with the FIFA Statutes and Regulations, in particular the FIFA Disciplinary Code, the FIFA Anti-Doping Regulations, the FIFA Code of Ethics (in particular in matters regarding the fight against discrimination, racism and match-fixing), the FIFA Code of Conduct and NZF Statutes and Regulations, in particular the NZF Disciplinary Code, the NZF Anti-Doping Regulations, the NZF Code of Ethics, the NZF Anti-Match Fixing and Sports Betting Regulations and the NZF Code of Conduct.
- 7.4. In addition, the Players agree to:
- 7.4.1. Respect the spirit of fair play and non-violence.
 - 7.4.2. Behave accordingly.
 - 7.4.3. Refrain from doping as defined in the FIFA Anti-Doping Regulations.

8. REFEREE'S REPORTS

- 8.1. Referee's Reports Reference to a Referee's report for the purposes of the NZF Disciplinary Code and these Regulations shall include reference to the Match Day Line-Up in the NRS.
- 8.2. Citation by the Referee of the relevant offence code shall be deemed to also be citation of the nature of the offence and the IFAB Laws of the Game for the purposes of the NZF Disciplinary Code and these Regulations.

9. MISCONDUCTS, SUSPENSIONS AND FINES

- 9.1. The Schedule of Suspensions and Fines in respect of misconduct by a Player or Team Official in the competition shall be:
- 9.2. All minor infringement offences (Yellow Card) shall incur a fine of \$25.00 per occasion
- 9.3. All cautionary misconduct (indirect Red Card) shall incur a fine of \$75.00 per occasion and an automatic one playing day suspension, unless otherwise stipulated in the NZF Disciplinary Code.
- 9.4. All serious infringements and misconduct against Match Officials (direct Red Card) shall incur a minimum fine of \$75.00 per incident and an automatic one playing day suspension. Including the automatic suspension incurred, the overall suspension imposed on any Player receiving a direct Red Card shall be in accordance with the NZF Disciplinary Code.

- 9.5. Any fines shall be paid immediately, or once invoiced by the Controlling Federation in respect of the Regional Phase. Where a suspension has been imposed, the Player or Team Official shall remain suspended until such fine is deemed paid.
- 9.6. Cautions Accumulated by a Player or Team Official
- 9.7. The Schedule of Suspensions imposed in respect of cautions accumulated by a Player or Team Official in the same season shall be:
 - 9.8. Five single cautions shall result in one (1) Playing Day suspension.
 - 9.9. A further two single cautions (seven in total) shall result in one additional Playing Day suspension; and
 - 9.10. A further two single cautions (nine in total) shall result in a further Playing Day suspension.
 - 9.11. In addition to the penalties outlined above, where any Player accrues ten (10) cautions or more during a season, subject to clause 7.15, NZF will require the Player and the relevant Participant to attend a meeting of the Disciplinary Committee to determine if any additional penalty should be imposed against the Player and/or his team.
 - 9.12. Cautions will be accumulated for a Player or Team Official in accordance with the NZF Disciplinary Code.
 - 9.13. Serving of Suspensions:
 - 9.13.1. All Players and Team Officials enter the competition without any accumulation of cautions which have been cleared at the conclusion of the previous season.
 - 9.13.2. Any Player or Team Official with a remaining suspension from the previous season must complete the length of this suspension in the current season, until such a point as this suspension has been fully served in accordance with the NZF Disciplinary Code.
 - 9.13.3. Under no circumstance may any suspended Player or Team Official occupy a position, in any capacity, in or in the vicinity of the Player's entrance, substitute's bench, Technical Area or playing arena.
 - 9.13.4. A match that is abandoned does not count as a completed match in terms of a Player or Team Official serving a suspension.

10. DISPUTES

- 10.1. Any Club in the Competition may bring a dispute or protest to the Federation who shall make a decision or refer to the appropriate Judicial Body according to NZF Statutes, and advise the party or parties concerned in accordance with the relevant regulations providing that:
 - 10.1.1. The protest must be in writing to the Competitions Manager, setting out the full details of the incident or protest and must be accompanied by the prescribed Incident Report Form.

- 10.2. A protest shall be made by the Club Secretary or other authorised club official, no later than 72 hours of the completion of the fixture.
- 10.3. The appropriate fee must be paid within the required time frame, before the appeal will be considered. The fees are listed in Schedule 1 of these regulations.

11. PROTESTS

- 11.1. For the purpose of these Regulations, protests are objections of any kind related to events or matters that have a direct effect on matches, including but not limited to the state of and markings on the pitch, match equipment, eligibility of Players, venue installations and match balls.
- 11.2. Unless otherwise stipulated in this article, protests shall be submitted in writing to the Competition Manager within 48 hours of the conclusion of the match in question.
- 11.3. Protests regarding the eligibility of Players shall be submitted in writing to the Competition Manager within 48 hours of the conclusion of the match in question.
- 11.4. Protests regarding the pitch, its surroundings, markings or accessory items shall be made to the Referee before the start of the match by a senior Team Official of the Participant lodging the protest.
- 11.5. Protests against any incidents that occur during the course of a match shall be made to the referee by the Participant team's captain immediately after the disputed incident and before play has resumed, in the presence of the captain of the opposing team. The protest shall be confirmed to the Competition Manager in writing no later than 48 hours after the match.
- 11.6. No protests may be made about the Referee's decisions regarding facts connected with play, such decisions being final.
- 11.7. Clubs or Players may appeal a decision through the process set out in the NZF Disciplinary Code.

12. DISCRIMINATORY INCIDENTS

- 12.1. In the case of critical and/or continuing discriminatory incidents occurring from spectators during a match, the Match Officials can apply the FIFA directed three-step procedure based on Law 5 of the LOTG as set out below.
- 12.2. In the first instance the referee shall decide whether to stop the match to inform the nominated Home Teams Match Coordinator so that an announcement may be made to the spectators by the Home Team, urging the spectators to cease the discriminatory behaviour. Any announcement or address to the spectators shall include a warning that any further discriminatory behaviour would see the game suspended.
- 12.3. In the second instance, if the discriminatory behaviour continues once the match has resumed, the referee may instruct the Home Team and Away Team to return to their dressing rooms while the match is suspended and until the behaviour stops. The Home Team shall, again, make an announcement or directly address the spectators, that the discriminatory behaviour is to stop before play can resume.

- 12.4. In the third instance, should the discriminatory behaviour continue, after the suspended match has resumed play and following consultation with all relevant parties, including Away Team and Home Team, the referee and the Match Coordinator, the referee shall abandon the match in line with regulations 4 and 9 of the NZF Disciplinary Code. Following the abandonment of the match the Home Team will be required to make an announcement stating that the match has been abandoned due to the ongoing discriminatory behaviour.
- 12.5. Should the referee have to enact any of the steps outlined, then they shall submit an Incident Report (as defined in the NZF Disciplinary Code) to the Competition Manager.
- 12.6. Security:
- 12.6.1. The Home Club shall be responsible for taking all practicable measures to ensure:
- 12.6.2. That all facilities and equipment comply with the Health and Safety at Work Act 2015 and related regulations (as amended from time to time). Certificates of compliance as required must be current.
- 12.6.3. The orderly behaviour of the crowd and safety of the match officials, players and officials of the teams and all spectators; and
- 12.6.4. All Participants will be held responsible for the behaviour of their spectators, whether playing at home or away or at a neutral ground. A Participant must forthwith give notice in writing to the Federation of any unruly behaviour of their spectators.
- 12.6.5. Each Club must make every effort to ensure that the NZF Code of Conduct is communicated and made available to its staff, Players, coaches, team support staff, volunteers and spectators.

13. SIDELINE BEHAVIOUR

- 13.1. Spectators and supporters should watch the match from the side-lines and 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 any persons to move to the side line.
- 13.2. Clubs are responsible for the behaviour of their spectators, team management officials and players and are required to ensure their representatives abide by any FIFA, NZF and Federation Codes of Conduct and uphold the spirit of Fair Play while participating in Federation Competitions.
- 13.3. Home Clubs are also responsible for the conduct of any others present at the match, whether or not such persons are directly connected to the Club. Clubs must show that they have taken all reasonable steps to manage offending spectators.
- 13.4. Clubs are reminded of their duties to manage the sale and consumption of alcohol at their grounds.

- 13.5. A Referee may request Home Club officials to remove offenders if he/she feels that the consumption of alcohol or other substances are affecting his/her control of the match. The Referee may stop the match until the offenders have been removed. The incident shall be reported by way of an incident report after the match to the CM.
- 13.6. Once a match is stopped and is abandoned for any reason relating to alcohol or other substances, the matter must immediately be reported to the CM by the Referee or Club by way of NZF incident Report form. The matter will be passed on to the offending Club's Federation for such action as it deems appropriate.

14. MATCH VENUES, DATES AND KICKOFF TIMES

- 14.1. The Competition Manager shall publish a final fixture list on the website including the match venues, dates and kick-off times for the season. All matches shall be played on the dates and times as published by the Federation and shall not be varied without the prior written approval of the Federation. See below No 14.5.
- 14.2. The Competition Manager shall determine times, dates and grounds for any fixture in the competition and shall have the right at all times to amend, postpone or cancel any fixture.
- 14.3. Matches may be scheduled on natural, hybrid or approved artificial football turf surfaces.
- 14.4. Matches shall be played at such time and on such grounds as directed by the Competition Manager:
- 14.5. 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 doing so, the match shall be extended to its normal duration in two equal halves.
- 14.6. If there is a match scheduled to follow on the same pitch, the match should be transferred to another available field or postponed. The Competition Manager may:
- 14.6.1. Confirm the match is postponed, or
- 14.6.2. Reschedule the match.
- 14.7. If any Participant wishes to change any match date or kick-off time, they must advise the Competition Manager in writing at least ten (10) working days prior to the scheduled game, setting out in full their reasons for requiring the change. The Competition Manager will check the request with the other Participant but holds the right to make the final decision. Any additional cost incurred in changing a previously agreed match date or kick-off time shall be borne by the Participant making the request.
- 14.8. In the event of a Participant wishing to play at a match venue other than its nominated match venue, the Participant must notify the Competition Manager no later than ten (10) working days 'in writing setting out the reasons for the change of match venue, with full particulars of the new match venue and facilities available for Players, spectators and officials. The decision of the Competition Manager as to the acceptability of the proposed match venue change will be final.

- 14.9. In exceptional circumstances postponements may be proposed by Clubs through the Club Secretary or other recognised Club official. Such proposed postponements must be received by the Federation no less than 24 hours before the scheduled time of kick-off and will be accepted or rejected at the sole discretion of the Competition Manager.
- 14.10. All rescheduled games must be played prior to the final scheduled round of the relevant Competition as published in the final or a subsequently amended fixture list for the current Competition. Failure to do so will mean the requesting team will incur the game as a default loss of 3-0.

15. FIELD OF PLAY

- 15.1. All Home Clubs are to ensure that their grounds comply with the IFAB Laws of the Game, Law the Field of Play. All competitions covered by these specific competition regulations require field dimensions to be no less than 97m x 64m and not more than 120m x 90m and nets are compulsory.
- 15.2. Matches may be played on natural, hybrid or approved artificial surfaces. Where artificial surfaces are used, the surface must meet the requirements of the FIFA Quality Concept for Football Turf.
- 15.3. In compliance with the provisions of the IFAB Laws of the Game, the Technical Area shall be marked out in front of the seated area with lines or cones for substitutes and technical Staff.
- 15.4. The Technical Area shall be of sufficient size to include the maximum number of eleven (11) persons authorised to be on the substitutes' bench and be located one metre either side of the substitutes' bench, to one metre from the touchline.
- 15.5. All Home Clubs are required to have the field of play of their home grounds maintained in a satisfactory condition.
- 15.6. In the event of inclement weather, the Home Club shall be obliged to ensure all reasonable steps are taken to ensure that scheduled fixtures proceed.
- 15.7. In the event of inclement weather, the Home Club shall be obliged to re-mark all or portions of the ground, at the request of the Referee. If remarking is not possible then an alternative pitch may be required, at the sole decision of the referee
- 15.8. All grounds shall have unlocked and unblocked access to enable an ambulance to gain access to the ground and to the playing area.

16. THE MATCH DAY LINE-UP IN THE NATIONAL REGISTRATION SYSTEM

- 16.1. A Start List must be confirmed at least sixty (60) minutes before the time fixed time for the kick off of a match by a Participant entering and saving their line-up in the NZF National Registration System with a maximum number of Players, which
- 16.2. Each team shall name a Start List in the Match Day Line-Up in the NRS with a maximum number of 16 Players (11 selected Players and up to 5 substitutes) for each match, and up to six (6) technical Staff.

- 16.3. Substitutes not named on the Match Day Line-Up may not take part in the match. An unnamed Player taking the field during the match results in the Player being ineligible.
- 16.4. Each team is responsible for ensuring that the Match Day Line-Up in the NRS is completed correctly.
- 16.5. The starting eleven may be adjusted prior to kick off at the discretion of the Referee.
- 16.6. The numbers on the Players' shirts, and shorts if numbered, must correspond to the numbers in the Match Day Line-Up in the NRS.
- 16.7. The Match Day Line-Up in the NRS is the official document of the match.
- 16.8. Anyone not named in the Match Day Line-Up is not permitted to be in the technical area.
- 16.9. All team officials who will be present in the technical area must be named in the officials' section on in the Match Day Line-Up in the NRS
- 16.10. The team colours (both outfield and goalkeeper) must be recorded in the Match Day Line-Up for each individual match in the NRS.
- 16.11. Teams may appoint a player / coach as long as the head coach meets the regulatory requirements specific to the competition in which the team is playing in.

17. REGISTRATION OF PLAYERS

- 17.1. All Players must be duly registered in accordance with the FIFA Regulations on the Status and Transfer of Players and the NZF Regulations on the Status and Transfer of Players.
- 17.2. A Player can only be registered for one (1) Club at any one time and can only play for that Club.

18. ELIGIBILITY OF PLAYERS

- 18.1. A Player is eligible to play in the Competition provided that they are duly registered in accordance with Regulation 17.
- 18.2. Each Club shall be solely responsible for fielding only eligible players. Any Club found guilty of fielding an ineligible player will be subject to the sanctions provided in these Regulations, the NZF Disciplinary Code and the NZF Regulations on the Status and Transfer of Players.
- 18.3. For the avoidance of doubt:
 - 18.3.1. Any Players registering with or transferring to a Club after 30 June 2023 are not eligible to play in the Competition.
 - 18.3.2. A player must hold at least an "entered" status in the National Registration System (COMET) on or before 11:59PM on the Registration Date (30 June 2023).
 - 18.3.3. Any player who does not hold a CONFIRMED registration in the National Registration System (COMET) to the participant club is not eligible to take the field.

- 18.4. No player may participate in the competition where they have registered to a Participant after the Registration Date. Players who are registered to the Participant by the Registration Date can be selected in a Start List in the competition at any time after the Registration Date once the player status is 'confirmed'.
- 18.5. Any Club found guilty of fielding an ineligible player will be subject to the sanctions provided in the NZF Disciplinary Code and/or the NZF Regulations on the Status and Transfer of Players. The Competition Manager is authorised to determine the imposition and duration of the suspensions and fines pursuant to NZF Disciplinary Code and/or the NZF Regulations on the Status and Transfer of Players.
- 18.6. 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 3 in favour of the opposing team the result on the pitch is upheld.
- 18.7. Where a Club repeatedly infringes this Regulation, the Federation may increase the sanction to be pronounced as deemed appropriate for the infringement.
- 18.8. All international transfer clearances (ITC) must be processed and completed as per the NZF Regulations on the Status and Transfer of Players.
- 18.9. The competition for men may include female players. Females wishing to play in the Competition for men may do so only with written dispensation approval from the Federation.
- 18.10. There is no restriction on movement between first and reserve team.
- 18.11. Any individual Player who is not financial with their Federation will not be eligible to play in the Competition.
- 18.12. For the avoidance of doubt there is no time bar or any other restriction regarding penalties referred in the regulation above.

19. RELEASE OF PLAYERS TO A REGIONAL TEAM

- 19.1. A Club holding the registration of a Player called up to play in an NRF Federation representative team must release them to the Federation on the dates for the representative event including the preparation and competition.
- 19.2. If the Player is not released by the Club, that Player shall be ineligible for any matches scheduled during the representative preparation and competition.

20. RELEASE OF PLAYERS TO A NATIONAL TEAM

- 20.1. A Club is obliged to release its Players for representative teams of the country for which the player is eligible (or may be eligible to play to the future) on the basis of nationality in accordance with the FIFA Statutes.
- 20.2. If a Player is selected by New Zealand Football to compete for a National Team, the Player must report for and attend all national matches, camps, training sessions or other functions.

- 20.3. If a Player is unable to comply with New Zealand Football's request.
- 20.4. due to injury or illness, the Player must, if requested by New Zealand Football, undergo a medical examination by New Zealand Football's Medical Advisor; and
- 20.5. for any reason, the Player must not, unless otherwise agreed by New Zealand Football, play for his or her Club during the period in which the national activity takes place.

21. GENERAL MATCH DAY REQUIREMENTS

- 21.1. The home team must have an easily identifiable Match Day Manager present at each Match.

22. CHANGING FACILITIES

- 22.1. Clubs must adhere to the following criteria with respect to the Home Team's changing facilities;
- 22.2. Teams shall have exclusive access to the designated changing rooms one (1) hour prior to the match.
- 22.3. The venue must contain a separate lockable dressing room for each team and include.
- 22.4. One seat per player.
- 22.5. Showers with hot and cold running water (Ideally minimum 5 showers).
- 22.6. Minimum of 1 working toilet.
- 22.7. The venue must contain a separate dressing room for Match Officials and include.
- 22.8. One seat per person (ideally 5 seats).
- 22.9. Minimum 1 shower with hot and cold running water.
- 22.10. Minimum of 1 working toilet.
- 22.11. Changing facilities are to be cleaned to a good standard prior to every match.
- 22.12. Floodlight Matches
 - 22.12.1. A fixture may be played wholly or partially under floodlights subject to the floodlight installation having been approved by the Federation as being suitable.
 - 22.12.2. The Federation reserves the right to decline an application to play a fixture under lights if the lighting does not meet the minimum requirements.
 - 22.12.3. Any club wishing to play a match under lights must supply the Federation with an independent lighting lux level test to provide certainty on the lighting levels available on a bi-annual basis.
- 22.13. Costs of Floodlights:

22.13.1. Any costs associated with night matches scheduled or rescheduled at the request of a Club shall be borne by the Club making the request.

22.13.2. Any costs associated with night matches rescheduled as a directive of the Federation shall be borne by the Home Club, unless exempted in writing by the Federation.

23. EQUIPMENT

23.1. Playing Strips

23.1.1. Each Participant shall inform the Competition Manager of playing strips with two different and contrasting colours (one predominantly dark and one predominantly light) for its First Choice and Alternate strips (shirt, shorts, socks). In addition, each Participant shall select two contrasting colours for goalkeepers. These goalkeeper strips must be distinctly different and contrasting from each other as well as different and contrasting from the First Choice and Alternate strips. A goalkeeper may, at the discretion of the Referee, wear tracksuit trousers provided the colour of such tracksuit does not conflict with the provisions of this article. Only these colours may be worn during matches.

23.1.2. Each Participant shall wear its First-Choice strip in their Home Matches, and all other matches where there is no clash of colours with the Home Team. In the event of any match being played at a neutral match venue, it will be the responsibility of the Competition Manager to ensure that there will be no clash of colours and to determine which Participant is to change, if necessary. Where possible the team listed first will be given priority to wear their First-Choice strip.

23.1.3. Where the strips of the two Participants are alike or similar, the Away Team shall wear their Alternate strip as long as that does not contain any of the basic colours of the Home Team and is approved by the Referee. On most occasions it may only be necessary for Participants to change their shirts. However, on others they may also be required to change shorts and/or socks.

23.1.4. It is the responsibility of the Home Team to notify the Competition Manager and the Away Team of any changes to their registered colours no later than 48 hours prior to the day of the match.

23.1.5. It will be the responsibility of the Away Team to carry their Alternate strip with them at all times, to ensure that on match day the Away Team has sufficient flexibility to change its strip as necessary so as to avoid any clash of colours with the Home Team.

23.1.6. If, in the opinion of the Referee or Competition Manager, a clash of colours will occur to the detriment of the match, the Referee may direct either or both teams to change or vary their strip.

23.1.7. A Participant breaching this regulation shall be liable for a fine of up to \$250.00 for each breach.

23.2. Kit Preference

- 23.2.1. In the event of a clash between home team GK and away team outfield, the away team will have preference in the kit they wear on the field, this may mean the home team GK is required to change.
- 23.3. Numbers
- 23.3.1. Each Player must wear on the back of their playing shirt the number assigned to them on the Match Day Line-Up within the National Registration System.
- 23.3.2. The number must be entirely visible when the Player's shirt is tucked into the shorts.
- 23.3.3. There shall be no duplication of numbers within a team. The size of the number on the back of the shirt must be between 25cm and 35cm in height and positioned in the centre of the back of the shirt. The stroke width of the figure of the numbers on the back of the shirt used by the Players must be between 3cm and 5cm.
- 23.4. Where shorts are numbered, the same number must be displayed on the back of their playing shirt and on the front of the shorts. Shorts may have numbers positioned on either leg. The number must be between 10 cm and 15 cm in height and clearly legible.
- 23.5. The same number may, at the Club's discretion, be displayed on the front of the shirt in any position at chest level. The number must be between 10 cm 15 cm in height, clearly legible and of the same colour as the number on the back of the shirt. The number(s) must be clearly legible and distinguishable from a distance for all Players, Match Officials, spectators and media from the colours used for the respective playing equipment item.

24. REFEREES, ASSISTANT REFEREES AND FOURTH OFFICIALS

- 24.1. The Federation shall make Match Official appointments for all Competition fixtures.
- 24.2. Each Referee shall attend the ground at least one hour before the scheduled kick-off time and shall wait 30 minutes after the scheduled kick-off time, prior to abandoning the game for any reason.
- 24.3. If a Referee is unable to start a match or continue in a match the senior assistant referee takes over.
- 24.4. Should a Referee not be appointed to a match or if a Referee fails to arrive then it shall be the responsibility of the coach or manager of each team to decide a suitable person to referee the match.
- 24.5. In the event that the parties cannot agree upon a suitable person to referee then a person appointed by the Home Team shall referee the first half and a person appointed by the Away Team shall referee the second half.

25. TECHNICAL AREA

- 25.1. Each Host Participant shall provide adequate seating for each person authorised to be in the Technical Area at each game it is host of during the season.

- 25.2. The occupants of the Technical Area shall be identified to the Match Officials prior to the commencement of the match and reflect what has been selected and confirmed in the National Registration System within the specified match on the Start List.
- 25.3. Only one person at a time has the authority to convey technical instructions and that person must return to their position immediately after giving any instructions, to the intent that only one person at any time is standing.
- 25.4. Team Officials must remain within the confines of the technical area except in special circumstances, for example, a physiotherapist or doctor entering the field of play with the Referee's permission to treat an injured Player.
- 25.5. All occupants of the Technical Area must conduct themselves in a responsible manner at all times, with particular regards to foul and abusive language.
- 25.6. The Match Officials shall monitor the Technical Area. Any breach may be sanctioned by the Referee and reported by way of the line-up in the National Registration System and/or NZF Incident Report Form to the Competition Manager.
- 25.7. For all matches, a maximum of eleven (11) people are entitled to sit in the Technical Area during a fixture, being comprised of no more than five (5) substitutes and no more than six (6) others. All occupants of the Technical Area must wear different coloured tops to those worn by the team they are associated with and the opposition.
- 25.8. The use of any communication equipment and/or systems between and/or amongst the Players, Substitutes and/or technical staff is not permitted.

26. PLAYING OF FIXTURES

- 26.1. Clubs must take all reasonable steps to arrive at a match on time.
- 26.2. Any team having seven (7) or more players present must be ready to commence its match within ten (10) minutes after the published start time. Any team that does not comply shall forfeit the match.
- 26.3. The minimum number of Players a team must have to commence any Competition match is seven (7). If a team during any Competition match is reduced, for whatever reason, to less than seven (7) Players, the game cannot continue, and the Referee shall abandon the match as per the IFAB Laws of the Game.
- 26.4. Matches will only be postponed due to any of the reasons given below. Should a match be postponed, the Federation will work with the Clubs involved to reschedule the match to be played within seven (7) days of the originally scheduled fixture.
 - 26.4.1. Aborted Travel arrangements.
 - 26.4.2. Adverse or unforeseen weather.
 - 26.4.3. Any official NZF Cup Competition fixture.
 - 26.4.4. Field of play conditions, or

- 26.4.5. Any other reason preventing the commencement of the game.
- 26.5. Unforeseen Changes
- 26.5.1. In the event of a change of match venue being necessary prior to a match because of unforeseen weather or field of play conditions, all parties will adhere to the process outlined in the NRFL Game Day Travelling Wet Weather Process which is binding for all parties where teams are travelling from outside of the Federation hosting the match.
- 26.6. Defaults
- 26.6.1. Any default will be recorded as a 3-0 win to the non-defaulting team.
- 26.6.2. Notification of a team's default must be made in writing to the Competition Manager by the Club secretary or approved Club delegate.
- 26.6.3. Any team defaulting a match will incur a fine for their Club as per Schedule 1 of these Regulations.
- 26.6.4. A team which defaults either two (2) matches in succession or a total of three (3) matches in the season may be expelled from the Competition at the discretion of the Competition Manager or the Federation.
- 26.6.5. This would apply to both respective first team and reserve teams of the same competition.
- 26.6.6. If both teams are deemed to have defaulted, a 'no result' of 0-0 shall be recorded with no points awarded.
- 26.6.7. Where a team claims a match by default on the day of the match, the Referee will present the facts substantiated by the completion of the fixture details in the National Registration System, or if not and if otherwise possible, by an official or member of the opposing Club.
- 26.7. Suspended or abandoned matches
- 26.7.1. The Referee's decision shall be final as to the condition of the ground for play.
- 26.7.2. In the event of adverse weather conditions occurring during a match, which in the view of the Referee endangers the Players or Officials, the Referee may at their sole discretion suspend play for a period of up to thirty (30) minutes to allow time for conditions to improve to a point where the match is able to recommence.
- 26.7.3. Where weather/ground conditions preceding a fixture raise doubts as to whether play shall take place, NRFL Game Day Travelling Wet Weather Process which is binding for all parties where teams are travelling from outside of the federation hosting the match.

- 26.7.4. If the Competition Manager decides that play can take place, then the Competition Manager shall further decide whether or not any other scheduled activities prior to the match are to be cancelled.
- 26.7.5. In these circumstances, if the Away Team has been notified that a match is to be played, then all reasonable efforts shall be made to ensure that the match proceeds in accordance with regulations.
- 26.7.6. If in the opinion of the Competition Manager, the lack of timely action contributed to an away team incurring unnecessary costs, the Home Club may be fined an amount commensurate with those costs and the fine be diverted to the Away Club to offset those costs.
- 26.8. Any match abandoned after kick-off, for any reason, shall be reported directly to the Competition Manager by the Referee if present and by the Home Club, and if no Referee is present, by the Home Club only. Upon review the Competition Manager may decide that:
- 26.8.1. If at least 80 minutes of the match has been played the score at the time of the abandonment shall stand, or
- 26.8.2. The match shall be awarded to one of the teams as a forfeit win with a recorded score line of 3-0, or
- 26.8.3. The match shall be rescheduled.

27. MATCH RESULTS

- 27.1. Within thirty (60) minutes of the final whistle the Match Officials must enter the result of the match and within sixty (90) minutes of the final whistle enter the respective match events for each team in the National Registration System.

28. TROPHY, AWARDS & MEDALS

- 28.1. The Competition trophy will be presented to the winner of the Competition at the conclusion of the Competition.
- 28.2. The Competition trophy is the property of the Federation and shall be insured by the Federation. The winner of the Competition is responsible for the loss of, and any damage done to the trophy. The winner of Competition shall return the trophy to the Federation in good order and condition by 1st July the following year.
- 28.3. In addition to the trophy, the Federation may present (25) medals to each of the Clubs that place 1st and 2nd in each Competition.
- 28.4. At the conclusion of the Competition the Golden Boot will be awarded to the Player who scores the most goals in the Competition. Defaulted or Forfeited match goals will not be eligible for Golden Boot calculation. Players found to have played ineligibly will have any goals scored in the match expunged from the Golden Boot standings in the Competition. If two or more Players score the same number of goals, the total games played in the Competition will be taken into account, with the Player playing fewer games being awarded the Golden Boot. If two or more players still remain tied, the award will be made jointly to all tied players.

29. FINANCIAL PROVISIONS

29.1. The Federation has no financial provisions for teams in the Competition.

30. NON-COMPLIANCE

30.1. Unless otherwise specified, if a Club is in breach of these Regulations the Federation shall notify the Club in writing of the breach, and the Club will be given a reasonable period of time to rectify the breach. It is the Club's responsibility to undertake remedial action within the timeframe set and to keep the Federation informed of progress, including any possible delays due to circumstances beyond its control.

31. INTELLECTUAL PROPERTY

31.1. For the purposes of this clause, "Intellectual Property " shall mean the intellectual property of NZF or the Federation including but not limited to all copyright, trademarks, design rights and all rights whether created before or after the date of this regulation and whether registered or unregistered, the name and logo of the Federation, all broadcasting, media and production and reproduction rights of any games in the Federation in any form whatsoever, all operational information including all promotional and advertising material in relation to the Federation and all internet and website based information, including competition.

31.2. Any unauthorised or unlicensed use of the Intellectual Property by a Club or any such unauthorised or unlicensed use permitted by a Club shall be deemed a breach of these Regulations and enforceable under the non-compliance provisions of these Regulations.

32. CODE OF CONDUCT

32.1. No person is entitled to bring the NZF, the Federation, the game or any related issue into disrepute. In particular, coaches and players are not entitled to communicate negative comments including the use of social media which results in such disrepute. Any person who breaches this clause will be liable to a fine and may be suspended at the sole discretion of NZF or the Federation, as appropriate.

33. MISCELLANEOUS

33.1. Matters not provided for in these Regulations and cases of force majeure shall be decided by the Federation. All decisions shall be final.

34. REFERENCES

- 34.1. [IFAB Laws of the Game](#)
- 34.2. [FIFA Disciplinary Code](#)
- 34.3. [NZF Regulations on the Status and Transfer of Players](#)
- 34.4. [NZF Disciplinary Code](#)

SCHEDULE 1 – NORTHERN REGIONAL FOOTBALL – FEES AND FINES

1. ENTRY FEE

- 1.1. All teams competing in the Competition are required to pay the competition entry fee as set by the Controlling Federation prior to the commencement of the competition, or by an agreed date.

2. MISCONDUCT

- 2.1. Fines for misconduct are charged to the Club as per the NZF Disciplinary Code. Clubs may in turn recover the amounts from individual players.
- 2.2. The Competition Manager will enforce section 13.1 of the NZF Disciplinary Code and a fine of \$250 (No GST) will be imposed where the Referee sanctions at least five (5) members of the same team during a Match (caution or expulsion).

3. APPEALS

3.1. Appeal Fee:

- 3.1.1. For Appeals to the Federation Competitions Manager, \$75 plus GST.
- 3.1.2. For Appeals to the Federation Disciplinary Committee, \$125 plus GST.
- 3.1.3. For Appeals to the NZF Disciplinary Committee (NZF fee), \$250 plus GST.
- 3.1.4. For Appeals to the NZF Appeals Committee (NZF fee), \$500 plus GST.

4. ADMINISTRATION

- 4.1. Playing in strip other than Club registered home or alternate strip or failure to provide alternate strip shall result in a fine of \$100 each time (No GST).

5. DEFAULTS

- 5.1. A default advised no later than 12 noon on the day preceding a fixture shall result in a fine of \$150 (No GST).
- 5.2. A default advised after 12 noon on the day preceding a fixture shall result in a fine of \$250 (No GST).
- 5.3. A default advised on the day of a fixture shall result in a fine of \$500 (No GST).
- 5.4. A non-notified default shall result in a fine of \$1,000 (No GST).
- 5.5. A default may also incur Match Official costs for the Home Club or the Away Club.

6. PLAYING INELIGIBLE PLAYERS

- 6.1. If a person takes part in an Official Match despite being ineligible, their team will be sanctioned by forfeiting the Match and paying a fine of \$100 or any greater amount if specified in the relevant Competition Regulations. Each ineligible player will be fined the same amount.
- 6.2. The team found in breach will be fined a minimum of \$100 no GST for each breach.
- 6.3. Where a Club repeatedly infringes this Regulation, the Federation may increase the sanction to be pronounced as deemed appropriate for the infringement.

7. BREACH OF REGULATIONS

- 7.1. A breach of any of following competition Regulations may incur a sanction of \$100 (No GST) per match per breach:
- 7.2. Technical Area.
- 7.3. Field of Play.

8. WITHDRAWING FROM THE COMPETITION

- 8.1. Applicable after confirmation of entry or at any stage during the season; Clubs may also be subject to further sanctions at the sole discretion of the Federation. All withdrawal fees are subject to waiver by the Federation.
 - 8.1.1. First team \$5000 + GST.
 - 8.1.2. Reserves team \$1000 + GST.
 - 8.1.3. Both first team and reserves \$6000 + GST.

SCHEDULE 2 – NRF GAME DAY TRAVELLING WET WEATHER PROCESS

1. In the event of severe or unforeseen weather conditions on match day which could impact the condition of grounds for play, the following process shall be implemented where the away team is travelling from outside the federation in which the game is being played:
 - 1.1. Where weather and ground conditions status are such that in the opinion of the Home Club officials the game may be in threat of postponement, the Home Club will contact via phone both the Competition Manager and the Away Club before they depart for the fixture.
 - 1.2. The Competition Manager will arrange for the scheduled ground to be assessed by an appointed Match Official, or a suitable replacement from an agreed list of contacts developed by the Competition Manager, as soon as practical and advise status of the ground for play and advise both teams.
 - 1.3. If the scheduled ground is ruled unfit for play, the Club's nominated secondary ground will also be assessed by the same Match Referee or nominated official prior. If declared fit for play, the match will proceed on the secondary ground.
 - 1.4. If the secondary ground is declared unfit for play, the Competition Manager will work with appropriate contacts at related federations to find a suitable alternate ground to play both the first team and reserve matches if possible. If only one match can be played, it will be the first team game only.
 - 1.5. If a suitable alternate venue cannot be found the match(es) will be postponed and rescheduled within seven (7) days either by agreement of the two clubs involved or by instruction of the Competition Manager.
 - 1.6. This process has been created in attempt to avoid teams travelling from long distance, incurring costs in doing so, and arriving and then subsequently not playing. Please action this process in a timely manner guided by the circumstances of the situation to achieve that outcome.

APPENDIX 1 - NRF SENIOR MENS LEAGUE ONE COMPETITION

1. STANDARD MATCH PLAYING DAYS AND KICK-OFF TIMES

Standard playing days and kick off times are as follows.

- 1.1. Standard Kick Off time is Saturday or Sunday at 3pm or 3pm.
- 1.2. Standard Kick Off time for Reserves fixtures: Saturday or Sunday at 12.30pm.
- 1.3. Sunday fixtures - if the match is so scheduled, any mirrored reserve grade match shall also be moved to Sunday, unless agreed by both teams and the Federation.
- 1.4. Saturday late afternoon/evening fixtures – if the match is so scheduled, any mirrored Reserves Division match shall also be moved to the game preceding the first team fixture, unless agreed by both teams and the Federation.
- 1.5. Friday evening or other weekday fixtures – if the match is so scheduled, any mirrored Reserves Division match shall not be moved, unless agreed by both teams and the Federation.

2. SUBSTITUTION RULES

2.1. Substitutes

2.1.1. All substitutes must be named in the Match Day Line-Up in the NRS and require the permission of the Referee to enter the field of play.

2.1.2. Up to 5 substitutes may be used from up to 5 players named in the Match Day Line-Up in the NRS. In 3 stoppages. Half Time is not counted as a stoppage. If both teams make substitutions at the same time it is counted as a stoppage for both teams.

2.2. Substitution Procedures

2.2.1. The procedure for substitutions shall be in accordance with the IFAB Laws of the Game. Refer to the relevant Appendix section of these regulations for individual Competition substitution regulations.

2.2.2. Substitutes may warm-up during the game subject to the dimensions of the ground but may not use a ball. A goalkeeper is permitted to use a ball to warm up. Substitutes when warming up may be accompanied by one official from the Technical Area.

3. AGE RESTRICTIONS

- 3.1. Players aged 14 years or below will not be allowed to play in this competition, except in cases relating to clause 3.3.
- 3.2. Players aged 14 who are attending and involved in the New Zealand Football RTC Program may apply for dispensation. The normal dispensation process would apply and would also need to be endorsed by New Zealand Football.

- 3.3. Players aged 15 years or below requires approval from the Federation in order to be eligible for the Competition.
- 3.4. Applications for age dispensation approval must be in writing on the relevant form. A signature of a parent or guardian of the Player showing support for the dispensation request is required on the same form.
- 3.5. An approved dispensation must be notified to the Club by the Federation prior to the Player taking the field. Any Player requiring but having not received dispensation is ineligible to play.

4. COMPETITION FORMAT

- 4.1. The Competition shall normally be played on a triple-round robin format.
- 4.2. Each match shall last 90 minutes, comprising two equal halves of 45 minutes, with a maximum interval of 15 minutes whistle to whistle in between.
- 4.3. Three (3) points are awarded for a win, one (1) point for a draw, zero (0) points for a loss.
- 4.4. The results of Competition matches will be recorded in a Competition table. The ranking of each team shall be determined as follows:
 - 4.4.1. Greatest number of points obtained in all matches in the Competition; then
 - 4.4.2. Greatest goal difference in all matches in the Competition; then
 - 4.4.3. Greatest number of goals scored in all matches in the Competition.
 - 4.4.4. If teams cannot be separated as per above their rankings are decided as per Appendix 1, section 5, Declaration of Winner.
- 4.5. If for any reason the Competition cannot be completed within the required timeframe the Federation may close the Competition and declare the final placings at their sole discretion.
- 4.6. In the event of a team being withdrawn from any division at any round during the Competition, then results, points and goal statistics shall be adjusted as though the team concerned was never involved in that division of the Competition.

5. DECLARATION OF WINNER

- 5.1. The results of all matches will be recorded in a league table. The ranking of each participant shall be determined as follows:
 - 5.1.1. Greatest number of points obtained in all league matches
- 5.2. Goal difference in all league matches.
 - 5.2.1. Greatest number of goals scored in all league matches.
 - 5.2.2. Least number of goals conceded in all league matches.

5.2.3. The head-to-head results between the teams equal on points.

5.2.4. Team with the most number of wins in the season.

5.3. If, after applying the above criteria, any two or more teams are still equal, then the team with the superior disciplinary record (by virtue of having the fewest penalty points accrued during the season) shall be the highest placed team. Penalty points shall be accrued as follows:

5.3.1. for each Yellow Card received, a team will accrue 1 penalty point.

5.3.2. for each Red Card received, a team will accrue 3 penalty points.

5.3.3. and where an individual Player receives 2 Yellow Cards in the same game, a team will accrue 3 penalty points (the same as for a Red Card).

5.4. If, after applying the above criteria the final position of any two teams remains equal their final placing will be determined by a toss of a coin under the direction and supervision of NRF. Where there are more than two teams who are equal having applied the above criteria then the final placing of these teams will be determined by the drawing of lots under the direction and supervision of NRF.

6. PROMOTION / RELEGATION

6.1. The following will determine Promotion / Relegation for all Divisions:

6.2. The winner of the league will be eligible for promotion into the LOTTO NRFL Northern Conference for the following season.

6.3. The lowest placed team maybe relegated to the NRF Mens Division 1 Competition for the following season. This is subject to a team in the Division 1 Competition being eligible for promotion into the League One Competition.

6.4. All promotions are subject to approval of NRF and on the basis the club meets any relevant entry criteria and eligibility requirements.

APPENDIX 2 - NRF SENIOR WOMENS CONFERENCE COMPETITION

1. STANDARD MATCH PLAYING DAYS AND KICK-OFF TIMES

Standard playing days and kick off times are as follows;

- 1.1. Standard Kick Off time Sunday at 11am.
- 1.2. Saturday, Friday evening or other weekday fixtures – if agreed by both teams, can be approved by the Competition Manager on a case by case basis.

2. SUBSTITUTION RULES

2.1. Substitutes

2.1.1. All substitutes must be named in the Match Day Line-Up in the NRS and require the permission of the Referee to enter the field of play.

2.1.2. Up to 5 substitutes may be used from up to 5 players named with unlimited interchange of players in the Match Day Line-Up in the NRS

2.2. Substitution Procedures

2.2.1. The procedure for substitutions shall be in accordance with the IFAB Laws of the Game. Refer to the relevant Appendix section of these regulations for individual Competition substitution regulations.

2.2.2. Substitutes may warm-up during the game subject to the dimensions of the ground but may not use a ball. A goalkeeper is permitted to use a ball to warm up. Substitutes when warming up may be accompanied by one official from the Technical Area.

3. AGE RESTRICTIONS

- 3.1. Players aged 13 years or below, will not be allowed to play in this competition.
- 3.2. Players aged 14 years require approval from the Federation in order to be eligible for the Competition.
- 3.3. Applications for age dispensation approval must be in writing on the relevant form. A signature of a parent or guardian of the Player showing support for the dispensation request is required on the same form.
- 3.4. An approved dispensation must be notified to the Club by the Federation prior to the Player taking the field. Any Player requiring but having not received dispensation is ineligible to play.

4. COMPETITION FORMAT

- 4.1. The Competition shall normally be played on a triple-round robin format.
- 4.2. Each match shall last 90 minutes, comprising two equal halves of 45 minutes, with a maximum interval of 15 minutes whistle to whistle in between.

- 4.3. Three (3) points are awarded for a win, one (1) point for a draw, zero (0) points for a loss.
- 4.4. The results of Competition matches will be recorded in a Competition table. The ranking of each team shall be determined as follows:
 - 4.4.1. Greatest number of points obtained in all matches in the Competition; then
 - 4.4.2. Greatest goal difference in all matches in the Competition; then
 - 4.4.3. Greatest number of goals scored in all matches in the Competition.
 - 4.4.4. If teams cannot be separated as per 26.5.1, 26.5.2 or 26.5.3 above their rankings are decided as per Appendix 1, section 9, Declaration of Winner.
- 4.5. If for any reason the Competition cannot be completed within the required time-frame the Federation may close the Competition and declare the final placings at their sole discretion.
- 4.6. In the event of a team being withdrawn from any division at any round during the Competition, then results, points and goal statistics shall be adjusted as though the team concerned was never involved in that division of the Competition.

5. DECLARATION OF WINNER

- 5.1. The results of all matches will be recorded in a league table. The ranking of each participant shall be determined as follows:
 - 5.1.1. Greatest number of points obtained in all league matches
- 5.2. Goal difference in all league matches;
 - 5.2.1. Greatest number of goals scored in all league matches.
 - 5.2.2. Least number of goals conceded in all league matches.
 - 5.2.3. The head-to-head results between the teams equal on points.
- 5.3. If, after applying the above criteria, any two or more teams are still equal, then the team with the superior disciplinary record (by virtue of having the fewest penalty points accrued during the season) shall be the highest placed team. Penalty points shall be accrued as follows:
 - 5.3.1. for each Yellow Card received, a team will accrue 1 penalty point;
 - 5.3.2. for each Red Card received, a team will accrue 3 penalty points;
 - 5.3.3. and where an individual Player receives 2 Yellow Cards in the same game, a team will accrue 3 penalty points (the same as for a Red Card).
- 5.4. If, after applying the above criteria the final position of any two teams remain equal their final placing will be determined by a toss of a coin under the direction and supervision of NRF. Where there are more than two teams who are equal having applied the above criteria then

the final placing of these teams will be determined by the drawing of lots under the direction and supervision of NRF.

6. PROMOTION / RELEGATION

- 6.1. The following will determine Promotion / Relegation for all Divisions:
- 6.2. The winner of the league will enter a single leg play off with the winner of the WaiBOP W-League.
- 6.3. The winner of the play off will be promoted to the LOTTO NRFL Women's Championship in the following season.
- 6.4. The lowest placed Conference teams maybe relegated to the NRF Division 1 Competition for the following season.
- 6.5. All league placements are subject to approval of NRF and on the basis the club meets any relevant entry criteria and eligibility requirements.

APPENDIX 3 - NRF YOUTH COMPETITIONS CHAMPIONSHIP AND CONFERENCE

1. STANDARD MATCH PLAYING DAYS AND KICK-OFF TIMES / MATCH DURATION

NRF Youth Mixed Competitions

1.1.1. Sunday is the standard match playing day with kick off times as follows

1.1.2. U13	Sunday 9am – 11am
1.1.3. U14	Sunday 9am – 12pm
1.1.4. U15	Sunday 11am – 1pm
1.1.5. U17	Sunday 12pm – 3pm

1.2. The duration of matches are as follows, with no additional time played:

1.2.1. U13	2 x 30 minute halves plus 5 minutes half time
1.2.2. U14	2 x 35-minute halves plus 5 minutes half time
1.2.3. U15	2 x 40-minute halves plus 10 minutes half time
1.2.4. U17	2 x 45-minute halves plus 10 minutes half time

2. STANDARD MATCH INFORMATION

2.1. Each Club shall name a team in the Match Day Line-up in COMET with the maximum number of players noted below and up to six staff.

- 2.1.1. U13 – 16 players (11 selected players and up to 7 substitutes).
- 2.1.2. U14 – 16 players (11 selected players and up to 7 substitutes).
- 2.1.3. U15 – 16 players (11 selected players and up to 7 substitutes).
- 2.1.4. U17 – 16 players (11 selected players and up to 7 substitutes).

3. SUBSTITUTION RULES

3.1. Substitution Procedures

- 3.1.1. The procedure for substitutions shall be in accordance with the IFAB Laws of the Game.
- 3.2. The maximum number of substitutions in these competitions is 5 from 5 returning (rolling) unlimited substitutions.
- 3.3. Substitutes may warm-up during the game subject to the dimensions of the ground but may not use a ball. A goalkeeper is permitted to use a ball to warm-up.

4. ELIGIBILITY OF PLAYERS

4.1. Players must play within their correct age grade unless clubs have employed the 2022 NRF Dispensation process for a given player. Age grade is determined by the year of birth (e.g. U14 is for players who will attain their 14th birthday during the calendar year of the current season).

- 4.1.1. Under 17 Players (players born on or after 1 January 2006)
- 4.1.2. Under 16 Players (players born on or after 1 January 2007)
- 4.1.3. Under 15 Players (players born on or after 1 January 2008)
- 4.1.4. Under 14 Players (players born on or after 1 January 2009)
- 4.1.5. Under 13 Players (players born on or after 1 January 2010)

- 4.2. Any Player may play at any time in an age grade for which he/she is eligible by reason of age, irrespective of how many games he/she may have played at a higher grade, provided he/she satisfies the requirements of these Regulations.

5. COMPETITION FORMAT

- 5.1. Leagues will be capped at a maximum of 10 teams. If required a 3rd division will be introduced.
- 5.2. The Competition shall normally be played on a double-round robin basis, with each team facing all others once at home and once away.
- 5.3. Clubs may only enter one team in any one grade of these competitions
- 5.4. Three (3) points are awarded for a win, one (1) point for a draw, Nil (0) points for a loss.
- 5.5. No extra time shall be played during the Competition in the case of a drawn match between teams.
- 5.6. The results of Competition matches will be recorded in a Competition table. The ranking of each team shall be determined as follows:
 - 5.6.1. Greatest number of points obtained in all matches in the Competition; then
 - 5.6.2. Greatest goal difference in all matches in the Competition; then
 - 5.6.3. Greatest number of goals scored in all matches in the Competition
- 5.7. If for any reason the Competition cannot be completed within the required time-frame the CM may close the relevant Competition and declare the final placings at their sole discretion.
- 5.8. In the event of a team being withdrawn from any division at any round during the Competition, then results, points and goal statistics may be adjusted as though the team concerned was never involved in that division, at the sole discretion of the CM.

6. PROMOTION / RELEGATION

- 6.1. The following will determine Promotion / Relegation for all Divisions:
- 6.2. The two highest placed teams in the Conference competitions will be eligible for promotion into the Championship for the following season. This is subject to the team being eligible for promotion.
- 6.3. The two lowest placed Championship teams maybe relegated to the NRF Conference Competition for the following season.
- 6.4. All league placements are subject to approval of NRF and on the basis the club meets any relevant entry criteria and eligibility requirements.

7. DECLARATION OF WINNER

7.1.1. Three (3) points are awarded for a win, one (1) point for a draw, zero (0) points for a loss.

7.1.2. The results of Competition matches will be recorded in a Competition table. The ranking of each team shall be determined as follows:

7.1.2.1. Greatest number of points obtained in all matches in the Competition; then

7.1.2.2. Greatest goal difference in all matches in the Competition; then

7.1.2.3. Greatest number of goals scored in all matches in the Competition.

7.1.3. If for any reason the Competition cannot be completed within the required time-frame the Federation may close the Competition and declare the final placings at their sole discretion.

7.1.4. In the event of a team being withdrawn from any division at any round during the Competition, then results, points and goal statistics shall be adjusted as though the team concerned was never involved in that division of the Competition.

3 APPENDIX ONE – COMPETITION VARIATIONS

	Format	Subs Rolling	Match Length	Minimum Field Size	Match Day Line-ups?	Maximum Field Size	Ball	Offside	Minimum Goal Size	Maximum Goal Size
U13 Grade Mixed	11 v 11	7 from 7	2 x 30 = 60 5 min max halftime	80m x 45m	YES	90m x 55m	4	YES	6.4m x 2.1m	7.3m x 2.4m
U14 Grade	11 v 11	7 from 7	2 x 35 = 70 5 min max halftime	80m x 45m	YES	90m x 55m	5	YES	6.4m x 2.1m	7.3m x 2.4m
U15 Grade	11 v 11	7 from 7	2 x 40 = 80 10 min max halftime	90m x 55m	YES	100m x 60m*	5	YES	7.3m x 2.4m	7.3m x 2.4m
U16 Grade (Girls Only)	11 v 11	7 from 7	2 x 40 = 80 10 min max halftime	90m x 55m	YES	100m x 65m*	5	YES	7.3m x 2.4m	7.3m x 2.4m
U17 Grade	11 v 11	7 from 7	2 x 45 = 90 10 min max halftime	90m x 55m	YES	100m x 65m*	5	YES	7.3m x 2.4m	7.3m x 2.4m