



Northern Region Football Regulations 2024

COMPETITION REGULATIONS

Senior Community Competitions
NRF Men & Women Div. 1 and below
NRF Masters, NRF Veterans, NRF Legends
NRF Northland Men & Women.
NRF Knockout Competitions
NRF Stafford Choat Knockout Competitions
Youth Community Competitions (Under 13 to Under 19)

Note – regulations are subject to change.
Sections in yellow are new for 2024.

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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. **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.
- 1.5. **Competition Manager:** The official appointed by the Federation from time to time to administer the Competition.
- 1.6. **Controlling Federation:** The control of the competition falls to Northern Region Football and any person they nominate to manage the competition. Northern Region Football are responsible for the administration of the Competition.
- 1.7. **Fines and Fees Schedules:** The schedule attached to these Regulations.
- 1.8. **Health and Safety Regulations:** The Health and Safety Act 2015 and all other relevant regulations.
- 1.9. **Home Club:** The Club responsible for the organisation and management of matches played at their own nominated match venue.
- 1.10. **Home Team:** The Team named first on the Competition fixture.
- 1.11. **Home Venue:** A match played at a Club's own nominated match venue.
- 1.12. **IFAB:** International Football Association
- 1.13. **LOTG:** International Football Association Board Laws of the Game.
- 1.14. **Match Day Line-up:** The official match record (Comet Match Report) within the National Registration System.
- 1.15. **National Registration System (NRS):** The national registration system that NRF uses from time to time, which at the date of these Regulations is COMET.
- 1.16. **NRF:** Northern Region Football, the name of the Controlling Federation.
- 1.17. **NZF:** New Zealand Football Incorporated.
- 1.18. **NZF Disciplinary Committee:** The Disciplinary Committee of NZF.
- 1.19. **NZF Statutes** means the Statutes of NZF, including any schedules and other annexures to these statutes.

- 1.20. **Player:** Any football player registered as such with a Club, and **Players** shall be construed accordingly.
- 1.21. **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.
- 1.22. **Regional Association Disciplinary Committee:** The Disciplinary Committee of a Regional Association (a Federation).
- 1.23. **Regulations:** Refers to these Competition regulations.
- 1.24. **Season:** 1 January to 31 December (both dates inclusive) or other dates as notified by the Controlling Federation in its sole discretion.

2. COMPETITION

- 2.1. These Regulations regulate the rights, duties, and responsibilities of all Clubs in these competitions.
- 2.2. These Regulations are binding for all parties participating and involved in the preparation, organisation, and hosting of these competitions.
- 2.3. 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.
- 2.4. All matches shall be played in accordance with the IFAB (International Football Association Board) Laws of the Game with limited exceptions outlined in these regulations.
- 2.5. Final decisions on interpretations of any part of these regulations shall rest with the Federation.
- 2.6. Participation in Competitions shall be open to clubs within the boundaries of Northern Region Football.
- 2.7. The entire control and management of these competitions shall be vested in the Federation. The Federation shall have the power to do all other things necessary to ensure the progress of these competitions 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.
- 2.8. The Federation shall determine the number of teams that may compete in these competitions. The decision of the Federation as to the composition and execution of these competitions shall be final and binding.
- 2.9. The Federation may appoint a Competitions Manager or similar who shall be responsible for administering these competitions. The Competitions Manager holds authority as per the NZF Disciplinary Code.
- 2.10. Each club wishing to compete in these competitions shall, on or before a date advised by the Competitions Manager, confirm in writing their entries to compete in said Competition/s.
 - 2.10.1. Written confirmation is via direct entry of teams into the relevant parent competition in COMET.
- 2.11. Entry to, and continued participation in, these competitions may be restricted or revoked by the Federation having regard to:
 - 2.11.1. The Clubs satisfying criteria established from time to time by the Federation on a continuing basis.
 - 2.11.2. The Club satisfying terms set by the Federation from time to time.
- 2.12. From time to time the Federation may set costs of participation beyond the normal Federation and NZF levies which shall be payable to the Federation.
- 2.13. In the event of any Club not continuing in the Competition for whatever reason, including failing to meet the 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.

- 2.14. 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. The team will be required to reapply for their position in the following season.
- 2.15. Each club competing in the Competition shall pay the Competition fees as directed by the Federation.
- 2.16. In the event of any Club not paying the relevant Competition fees 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:
 - 2.16.1. Suspension from participation in the Competition or any further iteration of the Competition.
 - 2.16.2. The collection of unpaid costs being directed to a collection agency.

3. DISCIPLINARY MATTERS

- 3.1. 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.
- 3.2. 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.
- 3.3. 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.
- 3.4. In addition, the Players agree to:
 - 3.4.1. Respect the spirit of fair play and non-violence.
 - 3.4.2. Behave accordingly.
 - 3.4.3. Refrain from doping as defined in the FIFA Anti-Doping Regulations.

4. REFEREE'S REPORTS

- 4.1. 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 COMET.
- 4.2. 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.

5. DISPUTES

- 5.1. Any Club in the Competition may bring a dispute or protest to the Federation, who shall decide 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:
- 5.2. 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.
- 5.3. 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.

Protests

- 5.4. For the purposes 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.
- 5.5. Unless otherwise stipulated in this article, protests shall be submitted in writing to the Competition Manager within 72 hours of the conclusion of the match in question.
- 5.6. Protests regarding the eligibility of Players shall be submitted in writing to the Competition Manager within 72 hours of the conclusion of the match in question.
- 5.7. 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.
- 5.8. Protests regarding any incidents that occur during 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 72 hours after the match.
- 5.9. No protests may be made about the Referee's decisions regarding facts connected with play, such decisions being final.
- 5.10. Clubs or players may appeal a decision through the process set out in the NZF Disciplinary Code.
- 5.11. The appropriate fee must be paid within the required time limit before the appeal will be considered. The fees are listed in Schedule 1 of these regulations.

6. DISCRIMINATORY INCIDENTS

- 6.1. 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 (Laws of the Game) as set out below.
- 6.2. 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.

- 6.3. 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.
- 6.4. 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.
- 6.5. 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.

7. SIDELINE BEHAVIOUR

- 7.1. 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.
- 7.2. 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.
- 7.3. Home Clubs are also responsible for the conduct of any others present at the match, whether such persons are directly connected to the Club. Clubs must show that they have taken all reasonable steps to manage offending spectators.
- 7.4. Clubs are reminded of their duties to manage the sale and consumption of alcohol at their grounds.
- 7.5. A Referee may request Home Club officials to remove offenders if they feel that the consumption of alcohol or other substances are affecting their 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.
- 7.6. 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 either by the Referee or Club by way of NZF incident Report form. The matter will be passed on to the Federation for such action as it deems appropriate.

8. SECURITY

- 8.1. The Host Club shall be responsible for taking all practicable measures to ensure:
- 8.2. That all facilities and equipment comply with the Health and Safety Regulations. Certificates of compliance as required must be current.

- 8.3. The orderly behaviour of the crowd and safety of the match officials, players and officials of the teams and all spectators; and
- 8.4. Each Club must make every effort to ensure that the NZF Code of Conduct is communicated and made available to its staff, Players, coaches, volunteers, and spectators.
- 8.5. 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.
- 8.6. All grounds shall have unlocked and unblocked access to enable an ambulance to gain access to the ground and to the playing area.

9. MATCH VENUES, DATES AND KICKOFF TIMES

- 9.1. The Federation shall publish a fixture list 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.
- 9.2. The Competitions Manager shall determine times, dates, and grounds for any fixture in the Competition and shall always have the right to amend, postpone or cancel any fixture.
- 9.3. Games may be scheduled on grass, hybrid or approved artificial surfaces.
- 9.4. Matches shall be played at such time and on such grounds as directed by the Federation. Clubs may request that the Federation schedule teams at given times and/or venues and these may be approved at the sole discretion of the Federation.
- 9.5. 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.
- 9.6. If there is a match scheduled to follow on the same pitch, the match should be transferred to another available field the total playing time to be reduced, with each period of being of equal duration.
- 9.7. If any Club wishes to change the match date or kick off time, they must advise both the opposing club and the Federation no less than **10 7** days prior to the scheduled games, setting out in full their reasons for requiring the change. In the event of both Clubs agreeing to the change, the Federation shall take that into account prior to giving its decision.
 - 9.7.1. The Federation may approve the request to change; or
 - 9.7.2. The Federation may not approve the request to change; or
 - 9.7.3. The Federation without the opposing club's agreement may in its sole discretion agree to the change.
- ~~9.8. 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 before the scheduled time of kick-off and will be accepted or rejected at the sole discretion of the Competitions Manager.~~
- 9.9. A request for postponement will only be considered if:

9.9.1. The team has been drawn to play in a New Zealand Football cup competition less than 72 hours before or after the fixture.

~~9.9.2. In exceptional circumstances or emergencies, requests for change of fixtures, venues and kick-off times not accompanied by the permission in writing of an authorised official of the opposing team/club may be considered by the Federation.~~

~~9.10. Requests for postponements must include a confirmed date for the rescheduling of the fixture which must be played no later than 14 days after the original date – if no date is included the request to postpone will be denied. The fixture shall be determined to have been a default by the team requesting the postponement. The appropriate fine will be applied for all defaults – see Fines Schedule.~~

9.11. Other changes to individual fixtures may be made at the sole discretion of the Federation, not instigated by a Club, and not requiring permission in writing from the opposing club/team or Club.

9.12. Any additional cost incurred in changing a previously agreed match date or kick-off time shall be borne by the Club making the request.

9.13. In the event of a Club wishing to play at a match venue other than it is nominated match venue, it must give the Federation at least 7 days' notice 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 Federation as to the acceptability of the proposed match venue change will be final.

9.14. Teams may be required to play at grounds other than their designated 'home' grounds to ensure fixtures can be completed – this could be due to weather or other such issues.

Floodlit Matches

9.15. A fixture may be played wholly or partially under floodlights subject to the floodlight installation having been approved by the Federation as being suitable.

Cost of Floodlights

9.16. Any costs of night matches scheduled at the request of a club shall be borne by the club making the request.

9.17. Any costs of night matches scheduled by the Federation shall be borne by the Federation.

9.18. Any costs of night matches rescheduled by the Federation shall be borne by the Home Club, (this shall apply where the Home Club has not taken the opportunity to reschedule).

9.19. Any costs of night matches re-scheduled at the request of a club, shall be borne by the club making the original request.

Field of play / Grounds

9.20. All Clubs are to ensure that their fields comply with the IFAB Laws of the Game.

9.21. 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.

10. REGISTRATION OF PLAYERS

- 10.1. 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. A player can only be registered for one (1) Club at a time and can only play for that Club.
- 10.2. All players must have a passport style photo ID of themselves uploaded against their player profile in COMET or any other appropriate system nominated by the Federation.
- 10.3. Players may terminate their registration with their current club and re-register with another club at any time throughout the season – provided they have met all obligations with their current club.
- 10.4. Players may register for 3 clubs and play for two (2) in one (1) season for any Competition covered by these Playing regulations. For the avoidance of doubt a player may move between two (2) clubs an unlimited number of times within one playing season.

11. MATCH INFORMATION

- 11.1. Each club shall name a team in the match day line-up with a maximum of 16 players and all team officials for every match. ~~and up to six staff.~~
 - 11.1.1. Stafford Choat Cup Finals – Up to 16 players and a maximum of 3 officials may be named in the match day lineup.
 - 11.1.2. NRF Women, Masters, Legends, and Veterans Competitions can name up to a maximum of 18 players in the match day line-up.
- 11.2. Youth teams (U13 to U19) covered by these regulations will not be required to name a Match Day Line-up, however Clubs are encouraged to do so.
- 11.3. Any player who participates in the match and has not been named in the Match Day Line-up is ineligible. The exception to this is if both teams have agreed prior to commencement of the match that a player/player arriving late may be included. The player/players may be added to the team list & catalogue following the match. The player must hold a current, confirmed registration for their nominated club and be included in the team catalogue.
- 11.4. Each Club is responsible for ensuring that the Match Day Line-up is completed properly before the scheduled kick off, and that only the selected Players start the match (subject to clause 11.3 above).
- 11.5. The starting eleven may be adjusted in case of an injury during the warm-up, prior to kick off in competitions where match day line ups are required, at the discretion approval of the referee and following agreement between both teams.
- 11.6. To be eligible for the Senior Competitions Male Players must have reached their 15th birthday and Female Players must have reached their 14th birthday in the current calendar year, prior to applying for dispensation and playing in any match.
- 11.7. Requests for dispensation must be received by the Federation accompanied by a signed letter from the Parent/Guardian of the player supporting the dispensation request. Players must not take the field unless dispensation has been granted.

- 11.8. No dispensation will be given for Male Players aged 14 or Female Players aged 13 or younger to play in any Senior Competition covered by these Regulations.
- 11.9. Male Players aged 16 years, or older or Female Players aged 15 years or older can play in any Competition of their own age grade or older/higher covered by these Regulations.

12. ELIGIBILITY OF PLAYERS

- 12.1. A Player is eligible to play in the Competition provided that:
 - 12.1.1. The Player is duly registered for their club and is marked CONFIRMED in COMET for the current season in accordance with the FIFA Regulations on the Status and Transfer of Players and NZF Regulations on the Status and Transfer of Players.
- 12.2. Each Club shall be solely responsible for fielding only eligible players.

Team catalogues

- 12.3. Clubs must enter their Team Catalogues in COMET prior to the commencement of the Competition.
- 12.4. A player may be included in more than one Team Catalogue.
- 12.5. Teams must produce their Team Catalogues if requested by the opposition. Failure to produce the Team Catalogue on request may incur a sanction to the team's Club. The Team Catalogue may be viewed electronically.
- 12.6. A Player shall be permitted to play for any team of his Club in any division at the discretion of the Club's selection policies, however where a Club has a team in a higher ranked competition/division the following shall apply:
 - 12.6.1. Not more than two players who last played for a team in a higher-ranked competition/division can play down in any official match for any team covered by these Regulations.

13. PLAYING INELIGIBLE PLAYERS

- 13.1. 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 (or Regional Association's) Regulations. **Each ineligible player will be fined the same amount.**
- 13.2. Where a Club repeatedly infringes this Regulation, the Federation may increase the sanction to be pronounced as deemed appropriate for the infringement.
- 13.3. If both teams are determined to have fielded ineligible players, the match shall be entered as cancelled meaning that neither team accrues points in the standings table.

14. EQUIPMENT

Playing Strips

- 14.1. Each Club shall register their Club and/or team colours in Comet. Upon written approval by their Club, teams may register team colours which are distinctly different to the club colours provided the team colours meet all other criteria covered by these regulations.
- 14.2. Each Club shall wear its home 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, the named Home Team will wear their home strip.
- 14.3. Where the strips of the two Clubs are alike or similar, the Away Team shall wear their alternate shirts if the playing shirt does not contain any of the basic colours of the Home Team and is approved by the Match Official. Subject to Match Official approval, it may be necessary for Clubs to change any perceived clashing strip item(s).
- 14.4. If, in the opinion of the Match Official, a clash of colours will occur to the detriment of the match, the Match Official may direct either or both Clubs to change or vary their strip.
- 14.5. Where necessary to ensure a game is played, training bibs may be used to differentiate colours of the two competing teams.

Numbers

- 14.6. For all Competitions covered by these Regulations; shirt numbering is not mandatory. It is however preferred for shirts to be numbered. If numbered, there shall be no duplication of numbers within a team. Shorts, if numbered, must carry the same number as the shirt number worn by an individual player.
- 14.7. Where Playing Shirts are numbered, the numbers on the shirts must correspond to the numbers in the Match Day Line -up. For any avoidance of doubt this does not apply where playing shirts are not numbered.
- 14.8. Where a team does not wear numbered shirts the Match Day Line-up in Comet shall be listed 1, 2, 3 etc.

15. REFEREES

- 15.1. The Federation shall make Match Official appointments for fixtures at their sole discretion. Only a Federation appointed match official is authorised without consent or agreement of the teams to control the entire match fixture.
- 15.2. Each **Federation appointed Referee** shall attend the ground at least one hour before the scheduled kick-off time.
 - 15.2.1. Shall wait one half-hour (30 minutes) after the scheduled kick-off time, prior to abandoning the game for any reason, and.
 - 15.2.2. Shall advise (and receive approval from) the Competitions Manager by telephone prior to leaving the venue.
- 15.3. The Match Official's decision shall be final as to the condition of the ground for play.
- 15.4. The Federation strongly recommends that clubs ensure that each team has an associated qualified Community Referee (CR) present at all fixtures.

15.5. All qualified community referees upon request, must present their Identification to the opposition prior to kick-off.

15.6. If the Federation has not appointed a referee to the fixture, then each team will be required to referee one half of the game each.

15.6.1. The away team will control the first half of the fixture and the home team the second half, this applies to qualified community referees also.

15.7. The Referee (appointed or volunteer) controlling any part of the fixture has the same rights and obligations as an appointed official and should submit match reports for misconduct to the Federation.

15.8. No club or team may privately pay or contract the services of an external referees to referee an entire match, without the approval of the opposition prior to the match starting.

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

16. SUBSTITUTION RULES

Substitution Procedures

16.1. The procedure for substitutions shall be in accordance with the IFAB Laws of the Game.

16.2. All competitions covered by these regulations shall use 5 from 5 rolling, returned substitutions with unlimited interchange.

16.3. Teams playing in the following competitions shall use 7 from 7 rolling, returned substitutions with unlimited interchange of players:

16.3.1. Masters, Veterans, Legends, Women Div. 4 and below.

16.4. 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.

17. TECHNICAL AREA

17.1. All occupants of the Technical Area should be recorded in the Match Day Team Line up prior to the commencement of the match.

17.2. There is to be no coaching from behind the goal line or from the position as Match Official from any member involved with the team, officials, or spectators.

18. COMPETITION FORMAT – SENIOR COMPETITIONS ONLY

18.1. The Competition shall normally be played on a double-round robin basis, with each team facing all others once at home and once away. This shall apply to competitions with 10 or 8 teams, competitions with 6 teams may play a triple round-robin.

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

- 18.3. No extra time shall be played during the Competition in the case of a drawn match between teams.
- 18.4. The results of Competition matches will be recorded in a competition table. The ranking of each Club shall be determined as follows:
- 18.4.1. Greatest number of points obtained in all matches.
 - 18.4.2. Goal difference in the current Season.
 - 18.4.3. Greatest number of goals scored in all league matches.
- 18.5. In the case of a tie, the deciding factor for a completed season will be (in order):
- 18.5.1. The goal difference from the match played between the tied teams.
 - 18.5.2. The team with the greater number of wins in the season.
 - 18.5.3. The Head-to-Head results from matches between the tied teams.
- 18.6. If for any reason the competition cannot be completed within the required time limit the Competitions Manager may close the Competition and declare the final placings at their sole discretion pursuant to the following factors:
- 18.6.1. If less than 50% matches played by any team in the league there are no league positions, and the league is void.
 - 18.6.2. If 50% or more matches played by all teams in the league, then the league positions are based on average points (average points is determined by total points divided by the number of games played).
 - 18.6.3. If teams are equal after average points, then positions are determined using the process as set out above.

19. PROMOTION AND RELEGATION – SENIOR COMPETITIONS ONLY

- 19.1. The two highest-placed teams in every 10 team Senior Competition and the highest placed team in every 8 or 6 team Senior Competition, at the completion of the season, will be promoted to the next highest-ranked Senior Competition (if applicable), as determined by the Federation, in the following season.
- 19.2. The two lowest-placed teams in every 10 team Senior Competition and the lowest-placed team in every 8 or 6 team Senior Competition, at the completion of the season, will be relegated to the next lower-ranked Senior Competition (if applicable) in the following season as determined by the Federation.

20. PLAYING OF FIXTURES

- 20.1. Clubs must take all reasonable steps to arrive at a match on time.
- 20.2. Teams shall have a maximum of 11 players on the field at any time and a minimum of 7 players. Youth Competition variations to this Clause are detailed in Appendix ONE.
- 20.3. 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 and the match result shall be recorded as a 3 – 0 default. Youth Competition variations to this Clause are detailed in Appendix ONE. The appropriate fine may be applied for all defaults – see Fines Schedule.

- 20.4. If a team during any Competition match is reduced, for whatever reason, to less than seven (7) Players, the referee shall abandon the relevant match, subject to the provisions of the IFAB Laws of the Game **and submit a written report to the Federation within 72 hours of the match.**

Postponed Matches

- 20.5. In the event of a match being postponed due to any of the following the Federation will reschedule the match to be played at the soonest possible time:
- 20.5.1. Aborted Travel arrangements,
 - 20.5.2. Adverse or unforeseen weather,
 - 20.5.3. Field of play conditions or,
 - 20.5.4. Any other reason preventing the commencement of the game.
- 20.6. In the event of a late postponement by the Competitions Manager on the day of the fixture but where the two teams arrive at the ground unaware of the postponement and the match is played, the Competitions Manager shall at their absolute discretion determine whether the result of the match shall be recorded as played, postponed, or abandoned.

Unforeseen Changes

- 20.7. In the event of a change of match venue being necessary prior to a match because of unforeseen weather or field of play conditions, the Home Club shall take all reasonable steps to give adequate notice to the Federation and the Away Team as to the new match venue. The Federation shall make the final decision, which will be binding on all parties.

Results

- 20.8. Results for all age grades shall be entered by the Home **or the Away** Club in COMET by 12 noon the day following the match and no later than 12 Noon Monday following a weekend fixture (If a Referee has been appointed the appointed Referee shall enter all Match Events). For the avoidance of doubt results may be entered by either team.

Defaults

- 20.9. Any default will be recorded as a 3-0 win to the opposing team.
- 20.10. Notification of a team's default must be made in writing to the Competitions Manager by the Club secretary or other recognised Club official. The appropriate fine may be applied for all defaults – see Fines Schedule.
- 20.11. A team which defaults either two (2) matches in succession or a total of three (3) matches in the season may be disqualified from the competition at the discretion of the Federation.
- 20.12. If both teams are deemed to have defaulted, a 'no result' of 0-0 may be recorded with no points attached or the match may be rescheduled at the sole discretion of the Federation.
- 20.13. Any team who has advised a default to the Federation & their opposition and there is a subsequent full postponement of competition/s actioned due to weather or other unforeseen events the default result will be rescinded. Where a default has been advised and a partial postponement for the competition is advised the default result shall be retained.

Suspended or abandoned matches.

- 20.14. In the event of adverse weather conditions occurring during a match, where 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 ten (10) minutes to allow time for conditions to improve to a point where the match is able to recommence.
- 20.15. Where weather/ground conditions preceding a fixture raise doubts as to whether play shall take place, the Home Club and or referee shall call the Competitions Manager to discuss whether the ground is fit for play. Due notification of these circumstances shall be communicated to the Away Team by the Competitions Manager. The above procedure shall be initiated with the travelling time of the Away Team in mind.
- 20.16. 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 these regulations.
- 20.17. Any match abandoned after kick-off, for any reason, shall be reported directly to the Federation by the referee if present AND the Home Club. Upon review, the Federation may decide that:
- 20.17.1. The score at the time of the abandonment will stand if at least 80% of the match has elapsed, or:
 - 20.17.2. The match shall be awarded to one of the teams as a forfeit win with a recorded score line of 3-0, or
 - 20.17.3. The match shall be rescheduled by the Federation, or
 - 20.17.4. The match will be cancelled and not replayed.
- 20.18. In all cases the decision of the Competitions Manager shall apply.

21. TROPHIES & MEDALS

- 21.1. Each winning league team will receive 20 medals, which will be supplied by the Federation.
- 21.2. The Federation shall present trophies to each of the Clubs who win Knockout Competitions (Cup & Plate), medals shall also be presented.
- 21.3. It is the responsibility of the Federation to ensure that all trophies are engraved correctly. The cost of engraving shall be borne by the Federation.
- 21.4. It is the responsibility of the trophy winner to ensure the trophy is kept in safe custody and is returned to the Federation when requested, being no later than 30 July of each year. Failure to return the trophy shall result in the winner's Club being invoiced for the cost or replacing the lost trophy, including engraving.

22. FINANCIAL PROVISIONS

- 22.1. The Federation has no financial provisions for teams in the Competition.
- 22.2. Any individual player that is not financial with the Federation will not be eligible to play in the Competition.

23. NON-COMPLIANCE

- 23.1. Unless otherwise specified, if a Club is in breach of this Regulation, the Federation shall notify the Club in writing of the breach, and the Club will be given a reasonable period to rectify the

breach. It is the Club's responsibility to undertake remedial action within the time limit set and to keep the Federation informed of progress, including any delays due to circumstances beyond its control.

24. INTELLECTUAL PROPERTY

- 24.1. 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 competitions.
- 24.2. A Club shall ensure that the ownership by NZF or the Federation of the Intellectual Property is always protected and that any breach of it or unauthorised or unlicensed use of it is reported to NZF or the Federation promptly.
- 24.3. 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.

25. CODE OF CONDUCT

- 25.1. No person is entitled to bring NZF, the Federation, the game, or any related issue into disrepute. Coaches and Players are not entitled to communicate negative comments which results in such disrepute. Any person who breaches this clause will be liable to a fine at the sole discretion of NZF or the Federation, as appropriate.
- 25.2. Consumption of alcohol is not permitted at any team's match. If alcohol is present at a team's match or within the environs of the game, it is the duty of a Club official to ensure the consumption stops immediately. The Match Referee may stop the game until the offenders cease consumption of alcohol. If the offenders do not cease consuming alcohol the Referee may abandon the match. Any alcohol-related incident must be reported by the Match Referee in writing to the Competitions Manager. The matter will be addressed with the offending team's Club for further investigation and action and may result in the offending team's Club being fined a minimum of \$500 by the Federation. Repeat offenders may face expulsion from their Competition.

26. MISCELLANEOUS

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

27. REFERENCES

- 27.1. [IFAB Laws of the Game](#)
27.2. [FIFA Disciplinary Code](#)
27.3. [NZF Regulations and Status and Transfer of Players](#)

- 27.4. NZF Disciplinary Code
- 27.5. NZF Code of Conduct
- 27.6. NZF Working with Children Policy

SCHEDULE ONE - SCHEDULE OF FINES

1. DEFAULTS

- 1.1. Defaults advised prior to 12 noon on the Friday preceding the weekend fixture or 12 noon on the day preceding a weekday fixture as defined in these Regulations shall NOT incur a fine.

1.2. Defaults advised after 12 noon on the Friday preceding the weekend fixture or 12 noon on the day preceding a weekday fixture as defined in these Regulations shall be fined \$100.00 (No GST).

1.3. Defaults not advised or advised on the scheduled day of the fixture shall be fined \$250.00 (No GST).

1.4. Any club defaulting a match either to or from Waiheke United or Northland FC.

1.4.1. The next home match will be reversed, so there is no disadvantage for the home team.

1.4.2. The team defaulting will be fined \$500.

1.5. The Federation retains the authority to determine if a fine will be imposed. The decision is final and binding.

2. ABANDONED MATCH

2.1. Where a team has been found by the Federation to refuse to continue with a match for reasons outside of those outlined in 20.14 through 20.17 the team shall be fined a minimum of \$250 (No GST), and the match shall be awarded by forfeit to the opposing team with a further deduction of 3 points from the offending team.

3. PLAYING INELIGIBLE PLAYERS

3.1. If a person takes part in an Official Match despite being ineligible, their team will be sanctioned by forfeiting the Match.

3.2. The team found in breach will be fined a minimum of \$100 (No GST) for each breach. The same fine will apply to all ineligible players.

3.3. Where a Club repeatedly infringes this Regulation, the Federation may increase the sanction to be pronounced as deemed appropriate for the infringement.

4. UNAUTHORISED PLAYING STRIP

4.1. Failure to provide an alternative shirt \$100 each time (No GST).

5. MISCONDUCT

5.1. Caution (Yellow Card) - Where a Player is cautioned (yellow card) the Player or the Player's Club shall be liable to a fine of \$25 in respect of each single caution received.

5.2. Dismissal (Red Card) - Where a Player has been dismissed or has received a second caution the Player or the Player's Club shall be fined \$75.

5.3. A discretionary fine may be imposed of \$250 where the referee sanctions at least five members of the same team during a match (caution or expulsion).

6. APPEALS

Appeal Fees

6.1. For Appeals to the Federation Competitions Manager \$75 plus GST

- 6.2. For Appeals to the Regional Association Disciplinary Committee \$125.00 plus GST
- 6.3. For Appeals to the Disciplinary Committee (NZF fee) \$250.00 plus GST
- 6.4. For Appeals to the Appeals Committee (NZF fee) \$500.00 plus GST

APPENDIX ONE – COMPETITION VARIATIONS – U13 to U19 Grade, all Senior Community Competitions – does not include NRF Youth Championship/Conference

	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 Northland	9 v 9 (Minimum 6 to start)	4 from 4	2 x 30 = 60 5 min max halftime	60m x 45m	NO	70m x 50m	4	YES	4m x 2m	5m x 2m
U13 Grade Girls – Retreating Line applies	9 v 9 (Minimum 6 to start)	4 from 4	2 x 30 = 60 5 min max halftime	60m x 45m	NO	70m x 50m	4	YES	4m x 2m	5m x 2m
U13 Grade Community	11 v 11	5 from 5	2 x 30 = 60 5 min max halftime	80m x 45m	NO	90m x 55m	4	YES	6.4m x 2.1m	7.3m x 2.4m
U14 Grade Community	11 v 11	5 from 5	2 x 35 = 70 5 min max halftime	80m x 45m	NO	90m x 55m	5	YES	6.4m x 2.1m	7.3m x 2.4m
U15 Grade Community	11 v 11	5 from 5	2 x 40 = 80 10 min max halftime	90m x 55m	NO	100m x 60m*	5	YES	7.3m x 2.4m	7.3m x 2.4m
U16 Grade (Girls Only) Community	11 v 11	5 from 5	2 x 40 = 80 10 min max halftime	90m x 55m	NO	100m x 65m*	5	YES	7.3m x 2.4m	7.3m x 2.4m
U17 Grade Community	11 v 11	5 from 5	2 x 45 = 90 10 min max halftime	90m x 55m	NO	100m x 65m*	5	YES	7.3m x 2.4m	7.3m x 2.4m
U19 Grade	11 v 11	5 from 5	2 x 45 = 90 10 min max halftime	90m x 55m	NO	100m x 65m*	5	YES	7.3m x 2.4m	7.3m x 2.4m
Senior Community Competitions	11 v 11	5 from 5	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
NRF Women Div. 4 & below, Masters, Veterans and Legends	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

APPENDIX TWO – MATCHDAY - YOUTH COMPETITIONS

1. STANDARD MATCH PLAYING DAYS AND KICK-OFF TIMES

- 1.1. Standard Kick Off time is Saturday or Sunday at 11 a.m., 12 p.m. or 1pm.

2. SUBSTITUTION RULES

Substitutes

- 2.1. All substitutes must be named in the Match Day Line-Up in COMET (when used) and require the permission of the Referee to enter the field of play.
- 2.2. Up to 5 substitutes may be used with unlimited interchange from up to 5 players named in the Match Day Line-Up in COMET (when used).
- 2.3. Northland 13th Grades and Auckland based 13th grade girls leagues maximum of 4 rolling subs allowed.

Substitution Procedures

- 2.4. 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.
- 2.5. 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.
- 2.6. In youth football rolling substitutions are recommended. It is important that coaches understand that substitutions can have an impact on both the flow of the game and on the players involved. Coaches should make substitutions at suitable intervals to allow the game to flow and for players to be able to have appropriate continuous game time.
- 2.7. New Zealand Football recommends that coaches use half time as a main substitution window. In addition to this it is recommended to have a maximum of one substitution windows during the first half and a maximum of two substitution windows in the second half (except in cases of injuries).

Retreating Line

- 2.8. Teams playing in the Under 13 Girls Competitions will play the Retreating Line rule in all fixtures.
- 2.9. The halfway line becomes the offside line. This will help prepare players for the full sided games.

3. YOUTH DISPENSATIONS

- 3.1. A club may apply for age dispensations for individual players who wish to play outside their age grade a maximum of one (1) grade up or down.

- 3.2. The maximum number of dispensations per team is limited to three (3), unless further dispensations are granted due to extraordinary circumstances as approved by the Federation on an individual club basis.
- 3.3. Dispensations will only be approved for players to play **above** the correct grade in exceptional circumstances or for practical reasons, for example.
 - 3.3.1. When there is a genuine need through insufficient numbers to form a team, or
 - 3.3.2. Higher level players with birthdays close to the cut-off date (e.g., January).
- 3.4. Dispensations will only be approved for players to play **below** the correct grade in exceptional circumstances or for practical reasons, for example:
 - 3.4.1. When there is a genuine need through insufficient numbers to form a team, or
 - 3.4.2. Lower-level players with birthdays close to the cut-off date (e.g., December), or Players small of stature, or Players with disabilities.
- 3.5. Dispensations will not be required for females wishing to play down one age group in mixed competitions.

4. COMPETITION FORMAT

- 4.1. The Competition shall normally be played with a 5-week grading followed by a double round robin format.
- 4.2. Games times for each youth match are as per the Competitions Variations table in the regulations.
- 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.
- 4.5. If for any reason the Competition cannot be completed within the required time limit 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.
 - 5.1.2. Goal difference in all league matches.
 - 5.1.3. Greatest number of goals scored in all league matches.

- 5.1.4. Least number of goals conceded in all league matches.
- 5.1.5. The head-to-head results between the teams equal on points.

5.2. If, after applying the above criteria the final position of any two teams remains equal, NRF will award a set of medals to each team.

6. PLAYING PLAYERS IN MULTIPLE POSITIONS

- 6.1. The game training model is designed to help players apply their skills in a functional way within the team environment, including increasing the positional understanding of players. It is beneficial for players to play in several different positions between the ages of 13-15 years.
- 6.2. Coaches, however, need to be mindful of how to manage positional rotation in both training and in games. Some simple rules to follow:
- 6.3. Growth and maturation can influence the position a player may end up playing later in their career so avoid creating positional specificity too early.
- 6.4. Try to keep the players in at least a certain area or role for each training or game or a series of trainings or games. For example, on the right side, in the centre, on the left, as an attacker or as a defender (goalkeepers can share a half.) This way the feedback you give is relevant to what they have done and what they will be doing. What value is feedback about attacking play when they will spend the rest of the game in the back line? Use the game to focus on a topic and learn more about it.
- 6.5. When a player has made up their mind that they want to play in a particular position, respect their decision, unless you must share the position. If they want to play exclusively in the back, let them. They can become an expert, enjoy their time there and change later when they are ready.

7. EQUAL PLAYING TIME

- 7.1. In the Youth Framework, it has been made clear that there are several different factors that determine how a player develops. It is also made clear that winning should be a by-product of development, not the driving force.
- 7.2. It is important to give every player, regardless of their level of maturation, the same opportunity to develop as their teammates. If a player is not consistently experiencing the football problems that happen during a game e.g., they are sitting on the bench, it is unlikely that they will progress at the same rate as their teammates.
- 7.3. New Zealand Football asks coaches to put the player at the centre. Equal playing time will give every player the best opportunity to progress.

8. ASSESSING PERFORMANCE IN MATCHES

- 8.1. Focus your observation on how successfully the players are implementing what has recently been taught at training. The Main Focus of the cycle should be a major factor in observation, especially towards the end of the cycle.

- 8.2. Winning is the purpose of football and it is an important part of player development; however, the youth coach must remember that their role is not to get their team to win the Championship, but to develop individual players who will be successful within the Playing Style when they reach the Performance Phase.
- 8.3. On match day, it is important the youth coach avoids emotional behaviour with constant reaction to every incident in the game. Rather than shout instructions, they observe and listen to what the players do and communicate. This will help them gain an accurate indication of the players' progress and the success of their training program.

APPENDIX THREE – NRF KNOCKOUT COMPETITIONS

Current Playing Regulations apply to all Senior Knockout Competitions with the following specific additions:

1. TEAM ENTRY

- 1.1. Clubs shall enter their team(s) directly into the relevant knockout competition no later than a date as advised by the Federation.
- 1.2. Entries are open for teams playing in Community Competitions with NRF.
- 1.3. Teams who enter the respective New Zealand Football Domestic Cup (Chatham Cup & Kate Shepherd Cup) tournaments are not eligible to enter the NRF Community Knockout Cups.
- 1.4. Teams who participate in the NRF Men League One and Reserves and NRF Women's Conference competitions are not eligible to enter the NRF Community Knockout Cups.
- 1.5. Every team who enters a NRF Community Knockout Cup competition agree to pay the required entry fee prior to the first match of the competition. Any team who has not paid the entry fee, may be removed from the competition.
- 1.6. Any team which defaults a match in an NRF Community Knockout Cup competition will be excluded from entering the equivalent competition in the following season and be subject to a fine of \$100 + GST.
- 1.7. All NRF Men Div. 1 Northland teams from the previous season will be invited to participate in the NRF Men's Federation Cup competition.
- 1.8. All NRF Northland Senior teams will be entered into the NRF Stafford Choat Knockout Competition UNLESS their club has specifically requested, they be excluded.
- 1.9. Please see additional Stafford Choat Cup appendix.

2. PLAYER ELIGIBILITY

- 2.1. Players must have played a minimum of two (2) league games for that team in the current season, unless that player, registered to the club in the previous season, is making their first appearance for that club in the current season, and has not been registered at any other club in between times, or is a new player to the club, has not registered for any club in the current season and did not play anywhere in the previous season.
- 2.2. If a player has not been listed in the match day line up for these competitions in COMET, they are deemed ineligible to play in a cup game.
- 2.3. No player may play for more than one team in any NRF Senior Knockout Cup Competition in any one season.

3. MATCH DAY LINE UPS

- 3.1. All teams are required to enter a match day line up for Knockout Cup / Plate matches in the National Registration System (COMET).

- 3.2. The match day line up must be entered ~~no later than 60 minutes~~ prior to the scheduled kick off time.
- 3.3. Any team not entering a match day line-up, will be considered to have fielded ineligible players, and therefore forfeiting the match with a 3-0 scoreline **and will be excluded from the next phase of the competition.**
- 3.4. If both teams fail to enter a match day line-up, both teams will be excluded from the next round of the knockout competition.
- 3.5. **If a team is experiencing challenges in entering a match day line up the team in the first instance should contact their club and if necessary the Competitions Manager.**

4. DURATION OF MATCHES

- 4.1. All matches in Senior Knockout Competitions will be 2 x 45-minute halves plus halftime of a maximum of 15 minutes.
- 4.2. No extra time shall be played in all matches up to and including Semi-Finals. If the scores are tied at the end of normal time, the result shall be determined by the taking of penalties in accordance with IFAB Laws of the Game.
- 4.3. Extra time of 15 minutes each way will be played in the Final of the following Senior Knockout Competitions.
 - 4.3.1. NRF Men's Federation Knockout Cup
 - 4.3.2. Terry Hobin Cup
 - 4.3.3. NRF Men's Knockout Cup
 - 4.3.4. Carol Waller Cup (NRF Women's Knockout Cup)
- 4.4. All other finals will proceed directly to a penalty shootout at the end of 90 mins, should the scores be level.
- 4.5. NRF may add additional knockout competitions at their sole discretion to ensure these competitions finish within the prescribed time limit.

5. TERRY HOBIN CUP

- 5.1. The winning team from the Stafford Choat Cup Competition shall play the winning team of the NRF Mens Federation Cup competition - this fixture to take place pre-season prior to the commencement of competition play in the following season.
- 5.2. Where the winning team of the NRF Men's Federation Cup & the Stafford Choat winners are the same then the runner-up from the Stafford Choat Cup or the runner-up from the NRF Mens Federation Cup will take part.

APPENDIX FOUR – STAFFORD CHOAT & CHRISTINA TAYLOR KNOCKOUT CUP COMPETITIONS

1. PLAYER ELIGIBILITY

- 1.1. Any player registered to the club is eligible to play for that club in these Competitions.
- 1.2. If a player is not listed in the match day line ups in COMET, they are deemed ineligible to play in these Competitions.
- 1.3. No player may play for more than one team or one club in any Stafford Choat Cup or Christina Taylor Knockout Competition in any one season.
- 1.4. No Player who has appeared for a higher ranked team (including Northland FC) within their club may play down more than one team in the NRF Stafford Choat Competition or Christina Taylor Knockout Competition.

2. COMPETITION FORMAT

- 2.1. Entry to the Competition shall be open to all teams participating in the NRF Mens – Northland Competitions.
- 2.2. Teams from NRF Men Div. 3 (and/or Div. 4 Northland) enter the competition at Round 1.
- 2.3. Teams from NRF Men Div. 2 Northland enter the competition at Round 2.
- 2.4. Teams from NRF Men Div. 1 Northland enter the competition at Round 3.
- 2.5. Losing teams from Round 1 are entered into the Bowl competition.
- 2.6. Losing teams from Round 2 of the Cup & Round 1 of the Bowl competition are entered into the Plate competition.

3. TERRY HOBIN CUP

- 3.1. The winning team from the Stafford Choat Cup Competition shall play the winning team of the NRF Mens Federation Cup competition - this fixture to take place pre-season prior to the commencement of competition play in the following season.
- 3.2. Where the winning team of the NRF Men's Federation Cup & the Stafford Choat winners are the same then the runner- up from the Stafford Choat Cup or the runner-up from the NRF Mens Federation Cup will take part.

APPENDIX FIVE – NRF OVERAGE COMPETITIONS (Masters M35, Veterans M40, Legends M45)

1. PLAYER ELIGIBILITY

- 1.1. Players playing in the Masters (M35) Competitions must reach their 35th birthday during the calendar year of the current season.
- 1.2. Players playing in the Veteran's (M40) Competitions must reach their 40th birthday during the calendar year of the current season.
- 1.3. Players playing in the Legends (M45) Competitions must reach their 45th birthday during the calendar year of the current season.

~~1.4. Clubs may apply for dispensation for up to 2 players who do not meet the age criteria to a maximum of 2 years younger than the age category for the competition.~~

~~1.4.1. 33 yrs. for Masters, 38 yrs. for Veterans and 43 yrs. for Legends.~~

~~1.5. All dispensations must be approved by the Federation. Players must not take the field unless dispensation in writing has been granted.~~

~~1.6. A list of approved players with dispensation will be posted and updated on the NRF Website.~~

2. STANDARD MATCH PLAYING DAYS AND KICK-OFF TIMES

- 2.1. Standard Kick Off time is Saturday at 1pm or 3pm. Teams are encouraged to consider Thursday evening, Friday evening or Sundays as alternatives to ease the load on Saturday pitches.

3. SUBSTITUTION RULES

- 3.1. NRF Masters (M35) & NRF Veterans (M40) and NRF Legends teams may use seven (7) substitutes with unlimited interchange of players.

~~3.2. NRF Legends (M45) teams may use seven (7) substitutes with unlimited interchange of players.~~