



LOTTO NRFL Regulations 2024

COMPETITION REGULATIONS

- NRFL Men's Competition
- NRFL Women's' Competition
- NRFL Youth Competition
- NRF 13 Premiership

Note – Regulations are subject to change by notification.

www.nrf.org.nz

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1 DEFINITIONS

- 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:** 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 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. **Force Majeure:** means and includes acts of God, fire, war, earthquake, terrorism, epidemic, pandemic, strike, lockout, labour controversy, civil commotion, acts or restriction of any government or governmental agencies, orders of court, shortage or interruptions of facilities or material supply, and any other circumstances beyond the reasonable control of NRF.
- 1.10. **Health and Safety Regulations:** The Health and Safety Act 2015 and all other relevant regulations.
- 1.11. **Home Club:** The Club responsible for the organisation and management of matches played at their own nominated match venue.
- 1.12. **Home Team:** The Team named first on the Competition fixture.
- 1.13. **Home Venue:** A match played at a Club's own nominated match venue.
- 1.14. **IFAB:** International Football Association Board
- 1.15. **IFAB LOTG:** International Football Association Board Laws of the Game.
- 1.16. **Match Day Line-up:** The official match record (Comet Match Report) within the National Registration System.
- 1.17. **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.

- 1.18. **Match Official:** the appointed referee, assistant referees, fourth official or match assessor to a NRFL fixture.
- 1.19. **National Registration System (NRS):** The national registration system that NRF uses from time to time, which at the date of these Regulations is COMET.
- 1.20. **NRF:** Northern Region Football incorporated.
- 1.21. **NRF Disciplinary Committee:** The Disciplinary Committee of NRF.
- 1.22. **NZF:** New Zealand Football Incorporated.
- 1.23. **NZF Disciplinary Committee:** The Disciplinary Committee of NZF.
- 1.24. **NZF Statutes** means the Statutes of NZF, including any schedules and other annexures to these statutes.
- 1.25. **Non- Citizen Player:** a Player who does not hold New Zealand citizenship.
- 1.26. **Player:** Any football player registered as such with a Club, and Players shall be construed accordingly.
- 1.27. **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.
- 1.28. **Registration Date:** The date by which Players must be registered to a Participant to be selected to play in the LOTTO NRFL, set at 30 June 2024, and in accordance with the NZF Regulations on the Status and Transfer of Players.
- 1.29. **Regional Association Disciplinary Committee:** The Disciplinary Committee of a Regional Association (a Federation).
- 1.30. **Regulations:** Refers to these LOTTO NRFL Competition regulations.
- 1.31. **Season:** The period starting with the first official match of the Competition and ending with the last official match of the Competition.
- 1.32. **Start List:** the list of Players and Officials selected from a Club to compete in any LOTTO NRFL Fixture within the National Registration System.
- 1.33. **Team Official:** any member of a participating club who operates in a non-playing capacity role.
- 1.34. **Under 20 Player:** means a player born on or after 1 January 2004.
- 1.35. **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) and WaiBOP Football Federations.
- 2.2. The Federation recognizes the shared responsibility for the Competition, and the need for shared decision making between NRF and WaiBOP. For the purposes of these Regulations, where it is indicated the Federation has sole decision-making discretion, it should indicate prior discussion and consultation with WaiBOP will have taken place where required.
- 2.3. Final decisions on interpretations of any part of these Regulations shall rest with the Federation. A decision by the Competition Manager regarding 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 **or sooner if by agreement with all effected clubs.**
- 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.
- 3.3. The Federation retains the ability to increase or decrease the number of teams at its sole discretion.
- 3.4. The Federation may appoint a Competition Manager or similar who shall be responsible for administration of the competition.
- 3.5. 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 issued by the Federation.

- 3.6. 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. [OBJ]

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. Clubs must enter a second team in the appropriate Reserves Competition.
- 4.3. 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.
- 4.3.1. There shall be adequate public toilet facilities.
- 4.3.2. There shall be public refreshment / canteen facilities.
- 4.3.3. The venue must be equipped with adequate car parking and must be able to accommodate at least one (1) coach to be parked.
- 4.3.4. There shall be clubrooms at the match venue or other approved facility near host visiting teams, supporters, and other spectators.

5 ENTRIES FOR THE COMPETITION

- 5.1. The NRFL Competitions are open to one team per club across all divisions. E.g. a club may not have multiple teams across multiple divisions.
- 5.2. Entry to any competition is at the discretion of the federation. Competition entry is based on the sporting merit of the participant and its ability to meet all relevant regulations, sporting, and applicable licensing criteria.
- 5.3. 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. Confirmation of entry can also be confirmed by entry into the relevant parent competition in the relevant Competition Management System.
- 5.4. Entry to, and continued participation in, the Competition shall be determined by the Federation on this basis:
- 5.4.1. The Club satisfies criteria established from time to time by the Federation or New Zealand Football on a continuing basis.
- 5.4.2. The criteria established by the Federation includes but is not 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.
- 5.5. 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.

5.6. Each Club competing in the Competition shall pay the Competition costs (Including Entry Fee) as directed by the Federation.

5.7. 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:

5.7.1. A suspension from participation in the Competition or any further iteration of the Competition.

5.7.2. The collection of unpaid costs being directed to a collection agency.

5.8. If a club withdraws at any stage during the season or fails to meet its financial obligations as set out in the regulations, the club will be unable to re-enter any level of NRFL Competition for a period of not less than 3 years. The club would also be subject to the withdrawal fees as set out in Schedule 1.

5.9. From time to time the Federation may set costs of participation 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's 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, at the Federation's sole discretion.

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. cm.

6.5.2. One logo of the competition sponsor, not exceeding 100 sq. cm.

6.5.3. One club badge or emblem, not exceeding 100 sq. cm.

6.5.4. One example of the manufacturers trademark or name, not exceeding 20 sq. cm.

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. cm in area, and max width 30 cm x height 15cm.

6.6.2.Back – Not more than 300 sq. cm 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 considered 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 Disciplinary Code and these Regulations, 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.

7.5. Referee's Reports

7.5.1. 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 the NRS.

7.5.2. 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.

8 MISCONDUCTS, SUSPENSIONS AND FINES

8.1. The Schedule of Suspensions and Fines in respect of misconduct by a Player or Team Official in the competition shall be:

8.1.1. All minor infringement offences (Yellow Card) shall incur a fine of \$25.00 per occasion.

8.1.2. 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.

8.1.3.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.

8.1.4.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.

8.2. Cautions Accumulated by a Player or Team Official

8.2.1.The Schedule of Suspensions imposed in respect of cautions accumulated by a Player or Team Official in the same season shall be:

8.2.2.Five single cautions shall result in one (1) Playing Day suspension.

8.2.3.A further two single cautions (seven in total) shall result in one additional Playing Day suspension; and

8.2.4.A further two single cautions (nine in total) shall result in a further Playing Day suspension.

8.2.5.In addition to the penalties outlined above, where any Player accrues ten (10) cautions or more during a season, NRF 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.

8.2.6.Cautions will be accumulated for a Player or Team Official in accordance with the NZF Disciplinary Code.

8.3. Serving of Suspensions

8.3.1.All Players and Team Officials enter the competition without any accumulation of cautions which have been cleared at the conclusion of the previous season. 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.

8.3.2.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.

8.3.3.If a Match is abandoned, cancelled, or forfeited, a suspension is only considered to have been served if the team to which the suspended person belongs is not responsible for the facts that led to the abandonment, cancellation or forfeit of the Match, for certainty this does not extend to abandonment, cancellation or forfeit of the Match because of force majeure events.

9 DISPUTES

- 9.1. 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 or Regulations, and advise the party or parties concerned in accordance with the relevant regulations.
- 9.2. 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.
- 9.3. 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.
- 9.4. The appropriate fee must be paid within the required time before the appeal will be considered. The fees are listed in Schedule 1 of these regulations.

10 PROTESTS

- 10.1. To 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.
- 10.2. 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.
- 10.3. 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.
- 10.4. Protests 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.
- 10.5. Clubs or Players may appeal a decision through the process set out in the NZF Disciplinary Code.
- 10.6. No protests may be made about the Referee's decisions regarding facts connected with play, such decisions being final.

11 DISCRIMINATORY INCIDENTS

- 11.1. 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.
- 11.2. 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.
- 11.3. 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.

- 11.4. 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.
- 11.5. 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 SECURITY

- 12.1. The Home Club shall be responsible for taking all practicable measures to ensure:
- 12.1.1. 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.
- 12.1.2. The orderly behaviour of the crowd and safety of the match officials, players and officials of the teams and all spectators; and
- 12.1.3. All Participants will be held responsible for the behaviour of their spectators, whether playing at home or away or at a neutral ground.
- 12.1.4. Each Club must make every effort to ensure that the NZF Code of Conduct is communicated and made available to its staff, players, coaches, 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 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 the grounds.

- 13.5. A Referee may request Home Club officials to remove offenders if he/she feels that the consumption of alcohol and/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 NRF incident Report form. The matter will be passed on to the offending Club's Federation for such action as it deems appropriate.

14 ANTI-DOPING AND INTEGRITY

- 14.1. NRFL Players may be subject to drug testing by the Drug Free Sport NZ. For the sake of clarity, this shall comprise in-competition and out of competition testing for all Players.
- 14.2. Drug Testing is specifically covered by the NZF Anti-Doping Regulations. It is the responsibility of each Participant and Player to ensure they are conversant with the appropriate Regulations.

15 GENERAL MATCH DAY REQUIREMENTS

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

16 MATCH VENUES, DATES AND KICKOFF TIMES

- 16.1. 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 16.5.
- 16.2. The Competition 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.
- 16.3. Matches shall be played at such time and on such grounds as directed by the Competition Manager:
- 16.3.1. 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.
- 16.3.2. 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:
- 16.3.2.1. Confirm the match is postponed, or
- 16.3.2.2. Reschedule the match.
- 16.4. 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.

16.5. 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.

16.6. 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.

16.7. Any request for postponement must be received with the approval of the opposition and include a date for when the match / matches will be played.

16.8. 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.

16.9. All matches in the competition must be completed by the designated final weekend. No matches can be scheduled beyond this date, unless the match has no direct bearing on the promotion, relegation, or qualification.

16.10. Any team who defaults any match within the NRFL season, shall be subject to the sanctions as outlined in [Schedule 1](#) of the Regulations.

17 FIELD OF PLAY

17.1. 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.

17.2. 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.

17.3. 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.

17.4. 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.

17.5. All Home Clubs are required to have the field of play of their home grounds maintained in a satisfactory condition.

- 17.6. 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.
- 17.7. 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.
- 17.8. All grounds shall have unlocked and unblocked access to enable an ambulance to gain access to the ground and to the playing area.
- 17.9. If the field does not have barriers / fencing around all 4 sides, then any unfenced side of the field must be marked off with tape or rope to clearly designate the field of play from spectator area.

18 TECHNICAL AREA

- 18.1. 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.
- 18.2. **SENIOR COMPETITIONS ONLY** – Technical area must provide covering for at least 6 people per team.
- 18.3. 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.
- 18.4. 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.
- 18.5. Team Officials must remain within the confines of the technical area except in exceptional circumstances, for example, a physiotherapist or doctor entering the field of play with the Referee's permission to treat an injured Player.
- 18.6. All occupants of the Technical Area must always conduct themselves in a responsible manner, with regards to foul and abusive language.
- 18.7. Any Team Official listed as the Head Coach on the Start List must hold the required qualification under NZF Club Licensing or Competition Regulations, or a Team Official who holds the required qualification under the NZF Club Licensing Regulations
- 18.8. 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.
- 18.9. 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.
- 18.10. The use of any communication equipment and/or systems between and/or amongst the Players, Substitutes and/or technical staff is not permitted.

19 CHANGING FACILITIES

- 19.1. Clubs must adhere to the following criteria with respect to the Home Team's changing facilities;
- 19.1.1. **SENIOR COMPETITIONS ONLY** Teams shall have exclusive access to designated changing rooms one (1) hour prior to the match.
- 19.1.1.1. The venue must contain a separate lockable dressing room for **each team** and include.
- 19.1.1.1.1. One seat per player.
- 19.1.1.1.2. Showers with hot and cold running water (Ideally minimum 5 showers).
- 19.1.1.1.3. Minimum of 1 working toilet.
- 19.1.2. The venue must contain a separate lockable dressing room for **Match Officials** and include
- 19.1.2.1.1. One seat per person (ideally 5 seats).
- 19.1.2.1.2. Minimum 1 shower with hot and cold running water.
- 19.1.2.1.3. Minimum of 1 working toilet.
- 19.2. Changing facilities are to be cleaned to a good standard prior to every match.

20 FLOODLIGHT MATCHES

- 20.1. A fixture may be played wholly or partially under floodlights subject to the floodlight installation having been approved by the Federation as being suitable.
- 20.2. The Federation reserves the right to decline an application to play a fixture under lights if the lighting does not meet the minimum requirements.
- 20.2.1. 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.
- 20.3. Costs of Floodlight**
- 20.3.1. Any costs associated with night matches scheduled or rescheduled at the request of a Club shall be borne by the Club making the request.
- 20.3.2. 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.

21 THE MATCH DAY LINE-UP IN THE NATIONAL REGISTRATION SYSTEM

- 21.1. A Start List must be confirmed at least sixty (60) minutes before the time fixed time for the kick off a match by a Participant entering and saving their line-up in the NZF National Registration System with a maximum number of Players.
- 21.1.1. 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.
- 21.1.2. Substitutes not named on the Match Day Line-Up may not take part in the match. An un-named Player taking the field during the match results in the Player being ineligible.
- 21.2. Each team is responsible for ensuring that the Match Day Line-Up in the NRS is completed correctly.
- 21.2.1. The starting eleven may be adjusted prior to kick off at the **approval** of the Referee.
- 21.2.2. The numbers on the Players' shirts, and shorts if numbered, must correspond to the numbers in the Match Day Line-Up in the NRS.
- 21.2.3. The team colours of the outfield and goalkeeper are correctly loaded into the match day information.**
- 21.3. The Match Day Line-Up in the NRS is the official document of the match.
- 21.4. Anyone not named in the Match Day Line-Up is not permitted to be in the technical area.
- 21.5. The named head coach who holds the required coaching qualification, must be present in the technical area for the duration of the match, unless the named head coach is also a player taking part in the match.**
- 21.6. 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
- 21.7. The team colours (both outfield and goalkeeper) must be recorded in the Match Day Line-Up for each individual match in the NRS.
- 21.8. Teams may appoint a player / coach if the head coach meets the regulatory requirements specific to the competition in which the team is playing in.

22 REGISTRATION OF PLAYERS

- 22.1. 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.
- 22.2. A Player can only be registered for one (1) Club at any one time and can only play for that Club.

23 ELIGIBILITY OF PLAYERS

- 23.1. A Player is eligible to play in the Competition if they are duly registered in accordance with Regulation 18.
- 23.2. Each Club shall be solely responsible for fielding only eligible players.
- 23.3. For the avoidance of doubt:
- 23.3.1. Any Players registering with or transferring to a Club after 30 June 2024 are not eligible to play in the Competition.
- 23.3.2. 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 2024).
- 23.3.3. 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.
- 23.4. No player may participate in the NRFL 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 NRFL at any time after the Registration Date once the player status is ‘confirmed.’
- 23.5. A Player who has been listed as a goalkeeper in the Start List at least once during the NRFL Season for a Participant may be replaced at any time, with another goalkeeper, on a permanent or temporary basis as determined by the Competition Manager, on account of illness or injury which prevents the relevant goalkeeper from playing, where:
- 23.5.1. A certificate from a medical doctor is provided; and
- 23.5.2. The replacement Player is listed as a Goalkeeper.
- 23.6. 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.
- 23.7. 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.
- 23.8. Where a Club repeatedly infringes this Regulation, the Federation may increase the sanction to be pronounced as deemed appropriate for the infringement.
- 23.9. All international transfer clearances (ITC) must be processed and completed as per the NZF Regulations on the Status and Transfer of Players.
- 23.9.1. Any player requiring an ITC, must have this correctly lodged and entered with the Federation prior to the registration deadline of 30 June 2024.
- 23.10. 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.

- 23.11. There is no restriction on movement between first and reserve team.
- 23.12. Any individual Player who is not financial with their Federation will not be eligible to play in the Competition.
- 23.13. For the avoidance of doubt there is no time bar or any other restriction regarding penalties referred in the regulation above.

24 RELEASE OF PLAYERS TO A REGIONAL TEAM

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

25 RELEASE OF PLAYERS TO A NATIONAL TEAM

- 25.1. 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) based on nationality in accordance with the FIFA Statutes.
- 25.2. 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.
- 25.3. If a Player is unable to comply with New Zealand Football's request.
- 25.3.1. 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
- 25.3.2. 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.

26 EQUIPMENT

26.1. Playing Strips

- 26.2. Each Participant shall inform the Competition Manager of playing strips with two different and contrasting colours (one dark and one 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.
- 26.3. 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.

26.4. Where the strips of the two Participants are alike or similar, the Away Team shall wear their Alternate strip if 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 **and socks**. However, on others they may also be required to change their shorts.

26.5. 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.

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

26.7. 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.

26.8. The team colours of the outfield and goalkeeper must be correctly loaded into the match day information sheet in the National Registration System.

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

26.10. Kit Preference

26.10.1. 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.

26.11. Numbers

26.11.1. 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.

26.11.2. The number must be entirely visible when the Player's shirt is tucked into the shorts.

26.11.3. 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.

26.11.4. 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.

26.11.5. 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.

27 REFEREES, ASSISTANT REFEREES AND FOURTH OFFICIALS

- 27.1. The Federation shall make Match Official appointments for all Competition fixtures.
- 27.2. 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.
- 27.3. If a Referee is unable to start a match or continue in a match the senior assistant referee takes over.
- 27.4. 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.
- 27.5. If 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.

28 PLAYING OF FIXTURES

- 28.1. Clubs must take all reasonable steps to arrive at a match on time.
- 28.2. 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.
- 28.3. 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.
- 28.4. 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.
 - 28.4.1. Aborted Travel arrangements.
 - 28.4.2. Adverse or unforeseen weather.
 - 28.4.3. Any official NZF Cup Competition fixture.
 - 28.4.4. Field of play conditions, or
 - 28.4.5. Any other reason preventing the commencement of the game.
- 28.5. Where travel of greater than 150KM is required (measured from clubrooms to clubrooms) for a team to travel to play their rescheduled game, the Controlling Federation reserves the right to reschedule the fixture at the next available opportunity for both teams,

including the option of playing at a neutral venue, in the 'middle' of the two teams involved if a midweek option is required. This is in line with Regulation 3.1

29 UNFORESEEN CHANGES

- 29.1. 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.

30 DEFAULTS

- 30.1. Any default will be recorded as a 3-0 win to the non-defaulting team.
- 30.2. Notification of a team's default must be made in writing to the Competition Manager by the Club secretary or approved Club delegate.
- 30.3. Any team defaulting a match will incur a fine for their Club as per Schedule 1 of these Regulations.
- 30.4. 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.
- 30.4.1. This would apply to both respective first team and reserve teams of the same competition.
- 30.5. If both teams are deemed to have defaulted, a 'no result' of 0-0 shall be recorded with no points awarded.
- 30.6. 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.

31. SUSPENDED OR ABANDONED MATCHES

- 31.1. The Referee's decision shall be final as to the condition of the ground for play.
- 31.2. 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.
- 31.3. 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.
- 31.4. If the Competition Manager decides that play can take place, then the Competition Manager shall further decide whether any other scheduled activities prior to the match are to be cancelled.

- 31.5. 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.
- 31.6. 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.
- 31.7. 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:
- 31.7.1. If at least 80 minutes of the match has been played the score at the time of the abandonment shall stand, or
- 31.7.2. The match shall be awarded to one of the teams as a forfeit win with a recorded score line of 3-0, or
- 31.7.3. The match shall be rescheduled.

32 MATCH RESULTS

- 32.1. Within thirty (30) minutes of the final whistle the Match Officials must enter the result of the match and within sixty (60) minutes of the final whistle enter the respective match events for each team in the National Registration System.

33 TROPHY, AWARDS & MEDALS

- 33.1. The Competition trophy will be presented to the winner of the Competition at the conclusion of the Competition.
- 33.2. 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.
- 33.3. In addition to the trophy, the Federation may present (30) medals to each of the Clubs that place 1st and 2nd in each Competition.
- 33.4. 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 considered, with the Player playing fewer games being awarded the Golden Boot. If two or more players remain tied, the award will be made jointly to all tied players.

34 FINANCIAL PROVISIONS

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

35 NON-COMPLIANCE

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

36 INTELLECTUAL PROPERTY

- 36.1. 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.
- 36.2. 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.
- 36.3. 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.

37 CODE OF CONDUCT

- 37.1. No person is entitled to bring the NZF, the Federation, the game, or any related issue into disrepute. 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.

38 MISCELLANEOUS

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

39. REFERENCES

- 39.1. [IFAB Laws of the Game](#)
39.2. [FIFA Disciplinary Code](#)
39.3. [NZF Regulations on the Status and Transfer of Players](#)
39.4. [NZF Disciplinary Code](#)
39.5. [NZF Licensing Criteria](#)
39.6. [NZF Code of Ethics](#)

40 SCHEDULE 1 – NORTHERN REGIONAL FOOTBALL LEAGUE – FEES AND FINES

1. ENTRY FEE

- 1.1. All teams competing in LOTTO NRFL Competitions 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.
- 1.2. Except for teams competing in the NZF Northern League Competition (not U23 Premier Competition) as their entry fee is set by New Zealand Football as part of the NZF National League.

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 Team Misconduct 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).
- 2.3. Any team who breaches clause 2.2, (section 13.1 Team Misconduct of the NZF Disciplinary Code), on two or more occasions during the season, the fine will be doubled each time a breach is recorded.

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. Not using the Official Match Ball as referred to the regulations shall result in a fine of \$150 (No GST) per ball per match.
- 4.2. 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).
- 4.3. Not having an easily identifiable Match Day Manager present shall result in a fine of \$50 (No GST) per match.
- 4.4. Failure to rope off or fence all 4 sides of the field. \$150 (No GST).

5. DEFAULTS

5.1. If any club within the NRFL Senior Competitions defaults a match for any reason the following fines will be imposed

5.1.1. First default \$500 (NO GST).

5.1.2. Second default \$750 (NO GST) and loss of 6 Competition Points

5.1.3. Third default – removal from the competition and a minimum 3-year ban from entering any level of NRFL Competition

5.2. Any associated match official costs shall be borne by the team who is defaulting the fixture.

5.3. If there are costs incurred by the team who has been defaulted against then 50% of those costs will be payable by the team causing the default. These must be actual costs incurred e.g. pre booked / non-refundable travel arrangements, accommodation.

5.4. Any club defaulting a match either to or from Waiheke United, Northland FC or WaiBOP

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

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

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

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.

6.2. 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:

7.1.1. Technical Area.

7.1.2. 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.

8.2. A 3-year ban from taking part in any NRFL Competition.

41 SCHEDULE 2 – NRFL 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. If the distance is greater than 150KM the Competition Manager reserves the right to reschedule the match at the next available opportunity, factoring in the travel of the teams as a consideration.
 - 1.7. If necessary, the Competitions Manager may adjust the fixture schedule of other teams to create a weekend space for the rescheduled fixture.
 - 1.8. If necessary, the Competitions Manager will schedule the fixture at a neutral venue, to assist in the travel of both teams, if the fixture is required to be played mid-week.
 - 1.9. 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.

42 APPENDIX 1 - LOTTO NRFL SENIOR MENS COMPETITIONS

1. STANDARD MATCH PLAYING DAYS AND KICK-OFF TIMES

- 1.1. Standard playing days and kick off times are as follows.
- 1.2. Men's Championship, Conference: Saturday at 3pm or Sunday 3pm.
- 1.3. Men's Premier, Championship and Conference Reserves: Saturday at 12.30pm or Sunday 12.30pm.
- 1.4. 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.
- 1.5. 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.
- 1.6. 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. LOTTO NRFL CHAMPIONSHIP

- 2.1. The Start List may include:
- 2.2. A maximum number of Five (5) Non-Citizen Players and one (1) additional Foreign Player who has the nationality of an Oceania Football Confederation member association.
- 2.3. A Participant must allocate 7% of the total available playing minutes in the competition to Under 20 Players. This will be monitored through reporting via the National Registration System and the extracted data, will be taken as fact.
- 2.4. For the avoidance of doubt should a Participant not allocate 7% of the total available playing minutes as set out under 2.3 then.
 - 2.4.1. If NRF establishes that the Participant has not complied with regulation 2.3 following the conclusion of the competition, then the Participant will not be eligible to be a Participant in the immediately following NRFL Season, at any senior level.
 - 2.4.2. If NRF establishes that the Participant has not complied with regulation 2.3 following the conclusion of the competition, then the Participant is not eligible for promotion to the New Zealand Football Northern League Competition in the following season.

3. MATCH RESULTS AND REPORTING – LOTTO NRFL CHAMPIONSHIP ONLY

- 3.1. Within thirty (30) minutes of the final whistle the Match Officials must enter the result of the match and within sixty (60) minutes of the final whistle enter the respective match events for each team in the National Registration System.
- 3.2. A Team Official of each Participant shall, within two hours of the final whistle, confirm the match result and match events as a true and accurate record of the match by ticking the relevant check box in the 'other' tab of the relevant match report in the NZF National Registration System.

3.3. Any Participant breaching this regulation shall be liable for a fine of \$500.00 per breach.

4. AMATEUR PLAYER AGREEMENT (NZF AMATEUR PLAYER AGREEMENTS) LOTTO NRFL CHAMPIONSHIP ONLY

4.1. All players participating in the competition, must have a NZF APA (Amateur Player Agreement) signed agreement uploaded against their player profile in the National Registration System.

4.2. A player will not be able to be selected in a match day squad without having an APA uploaded against their player profile in the NZF National Registration System

4.3. Once both the Player and the Participant have signed a Player Agreement, the Player is obliged to register for the Participant, and the Participant is obliged to register the Player into the National Registration System.

4.4. Upon execution, a copy of the NZFAPA, signed by both the Player and the Participant must be provided to the Player.

4.5. Upon execution, a copy of the Player Agreement, signed by both the Player and the Participant must be lodged by the Participant against the Active Contracts tab in the Players profile, in the NZF National Registration System. Where the Player Agreement is executed a copy of the Player Agreement must be lodged with NZF on or before 4:00pm on the Friday before the Player is eligible to play in the NL. Where a fixture is scheduled mid-week the Player Agreement must be lodged on or before 4:00pm the day prior to the match.

4.6. All copies of the Player Agreement received by NZF will be held securely and in confidence by NZF and the Controlling Federation, except as required by law.

4.7. Early Termination

4.8. The Player Agreement may be terminated by either the Participant or the Player, pursuant to the terms of the Player Agreement between the Participant and the Player.

4.9. Upon early termination of the Player Agreement, a copy of the written notice of termination must be lodged by the Participant with NZF within 72 hours of the date of termination.

5. SUBSTITUTION RULES

5.1. Substitutes

5.2. 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.

5.3. Men's Championship and Conference and Men's Premier League U23, Championship U23 and Conference U23

5.3.1. 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.

5.4. Substitution Procedures

5.4.1. 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.

5.4.2. 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.

6. AGE RESTRICTIONS

6.1. 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.

6.2. Players aged 15 years or below requires dispensation from the Federation to be eligible for the Competition.

6.3. 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.

6.4. 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.

6.5. The Men's Premier Reserves, and Championship Reserves are Under 23 (U-23) Competitions. Only Players born on or after 1 January 2001 are eligible to play, however there is an allowance for five (5) Players born prior to 2001 to be named in a match day squad of 16.

6.6. The Conference U23 (Reserves) Competitions. Only Players born on or after 1 January 2001 are eligible to play, however there is an allowance for seven (7) Players born prior to 2001 to be named in a match day squad of 16.

7. COMPETITION FORMAT

7.1. The Championship shall normally be played on a double-round robin basis, with each team facing all others once at home and once away.

7.2. The Northern and Southern Conference Competitions are 8 team leagues and will be played over a triple round robin format.

7.3. 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.

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

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

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

- 7.7. Greatest goal difference in all matches in the Competition; then
- 7.8. Greatest number of goals scored in all matches in the Competition.
- 7.9. If teams cannot be separated as per above their rankings are decided as per Appendix 1, section 8, Declaration of Winner.
- 7.10. 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.
- 7.11. 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.

8. DECLARATION OF WINNER

- 8.1. The results of all matches will be recorded in a league table. The ranking of each participant shall be determined as follows:
- 8.1.1. Greatest number of points obtained in all league matches.
- 8.1.2. Goal difference in all league matches.
- 8.1.3. Greatest number of goals scored in all league matches.
- 8.1.4. Least number of goals conceded in all league matches.
- 8.1.5. The head-to-head results between the teams equal on points.
- 8.2. 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:
- 8.2.1. for each Yellow Card received, a team will accrue 1 penalty point.
- 8.2.2. for each Red Card received, a team will accrue 3 penalty points.
- 8.2.3. 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).
- 8.3. 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.

9. PROMOTION / RELEGATION

- 9.1. The following will determine Promotion / Relegation for all Divisions of the NRFL:
- 9.2. NRF will nominate the highest placed ten (10 of 12) teams from the NZF National League Northern League into the 2025 National League if places allow.

- 9.3. The lowest placed two (2 of 12) teams from the NZF National League Northern League will be relegated into the NRL Championship competition for 2025.
- 9.4. The two (2) highest placed teams from NRL Championship will also be nominated by NRF into the NZF National League Northern Conference 2025, if places allow. Nominations are also subject to teams meeting all licensing and regulatory requirements as outlined by NZF.
- 9.5. Should any eligible team for promotion choose not to take up their spot or are deemed not eligible, then the second lowest placed team from the previous season's competition, will retain their place.
- 9.5.1.E.g. If both teams eligible for promotion are choose not to take up their spot or are not eligible then the lowest placed teams will retain their place in the competition, subject to teams meeting all licensing and regulatory requirements as outlined by NZF.
- 9.6. The winners of the respective Northern and Southern Conference, will play off in a **home and away playoff series**. The winner of the final will be eligible for promotion into the NRL Championship for 2025.
- 9.7. The lowest placed team from NRL Championship will be relegated to their respective NRL Northern or Southern Conference in 2025.
- 9.8. If the winner of the playoff and team relegated from the Championship are from different conferences, then further relegations from respective Conference competitions may be necessary to maintain the 8-team league balance.
10. All promotions are subject to approval of NRF and on the basis the club meets any relevant NZF Club Licensing standard.

11. OFFICIAL MATCH BALLS

11.1. 2024 Official Match Ball: LOTTO RESPOSTA

11.1.1. The 2024 Match Ball for all LOTTO NRL MENS Competitions is the LOTTO RESPOSTA

11.2. The Federation reserves the right to make the use of certain match balls compulsory within the scope of these specific competition Regulations. Where official match balls are assigned, it is each Club's responsibility to ensure such match balls are procured, used, and presented in good, clean condition with a minimum of three for each home match.

11.3. Clubs should ensure that only the match balls referred to as official match balls are used in all games, promotional, news or team photographs, and television interviews.

11.4. A minimum of three (3) specified official size 5 match balls shall be provided by the home team, fit for play as determined by the Referee.

11.5. The match balls must be delivered to the Referee not less than 30 minutes prior to the commencement of the match.

11.6. Using any other ball other than the official match ball will result in a fine.

11.7. The Federation will supply balls to clubs, based on the following formula.

- 11.8. NRFL Premier U23 Men's – 2 balls per team
- 11.9. NRFL Men's Championship – 3 balls per team
- 11.10. NRFL Men's Conference – 2 balls per team

12. NRFL LICENSING CRITERIA 2024

12.1. Background

Following the introduction of Sporting Criteria via Regulations for the 2018 LOTTO NRFL season, the Club Licensing process will be in effect in 2024.

12.2. The goals of NZ Football's Club Licensing programme are:

12.2.1. Understand and safeguard Club football in New Zealand.

12.2.2. Raise the level of professionalism in Club football through strengthening their facilities structures, administration, and technical and sporting development.

12.2.3. Identify and share best Club practices in New Zealand.

12.3. Formalise requirements for participation in domestic and regional Club competitions.

12.4. Minimum Requirements

12.5. LOTTO NRFL Championship

12.5.1. C License Head Coach must hold the qualification and must be present at the match and in the technical area for the duration of the game or be a player on the field.

12.5.2. U23 Reserve Team – C License Head Coach, either qualified, in the process of achieving the qualification or enrolled on the next available C-License Course and must be present at the match and in the technical area for the duration of the game or be a player on the field.

12.5.3. In 2025 the U23 Reserve Coach must hold the C License Qualification.

12.6. LOTTO NRFL Conference

12.6.1. C License Head Coach must hold the qualification and must be present at the match and in the technical area for the duration of the game or be a player on the field.

13. SANCTIONS FOR NON-COMPLIANCE

13.1. The following sanctions will apply in 2024 to Clubs who fail to comply with any of the above 2024 Licensing Criteria requirements:

13.2. The match day line must include the following coaches who meet the licensing requirements and must be present at the match and in the technical area for the duration of the game.

- 13.3. A 2-point deduction and \$100 fine per breach may be applied to any team failing to meet the above requirements on a match day as outlined as a requirement of the NZF Club License.
- 13.4. A 2-point deduction and \$100 fine per breach may also be applied if any other elements of the 2024 Licensing Criteria requirements are unfulfilled.
- 13.5. Any team found to be in breach of the same criteria on 3 occasions during the season, may be removed from the competition and subject to further sanctions as deemed appropriate by the governing bodies of the competition.

14. VIDEO EXCHANGE – LOTTO NRFL CHAMPIONSHIP ONLY – TBC for 2024

- 14.1. NRF will provide all Participants access to a video exchange service (Hudl) for the purpose of sharing and exchanging of technical match footage.
- 14.2. Host Participants must upload technical match footage to the video exchange platform within 48 hours of the conclusion of the fixture.
- 14.3. Footage must be of a reasonable quality (at the sole discretion of NRF) and be produced from the half-way line at a minimum height of 3 metres.
- 14.4. Failure to comply with the regulation will result in a \$500 fine being issued to the Participant at the discretion of the Controlling Federation.

43 APPENDIX 2 LOTTO NRFL SENIOR WOMENS COMPETITIONS

1. STANDARD MATCH PLAYING DAYS AND KICK-OFF TIMES

- 1.1.1. All teams can request a home match to be scheduled on either a Friday, Saturday, or Sunday. The standard match day for this competition is a Sunday.
- 1.2. Standard playing days and kick off times are as follows;
 - 1.2.1. Women's Premier: Sunday at 1.00pm.
 - 1.2.2. Women's Premier Reserves: Sunday at 10.45am.
- 1.3. Saturday 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 all parties.
- 1.4. Friday evening or other weekday fixtures – if the match is so scheduled, any mirrored Reserves league fixture shall remain as scheduled on a Sunday, unless by agreement of both teams.

2. AMATEUR PLAYER AGREEMENT (NZFAPA)

- 2.1. All players participating in the LOTTO NRFL Women's Premier League and Championship, must have a signed NZFAPA signed and uploaded to their profile in the National Registration System before they can be listed in a match day line-up.
 - 2.2. A player will not be able to be selected in a match day squad without having an APA uploaded against their player profile in the NZF National Registration System
 - 2.3. Once both the Player and the Participant have signed a Player Agreement, the Player is obliged to register for the Participant, and the Participant is obliged to register the Player into the National Registration System.
 - 2.4. Upon execution, a copy of the NZFAPA, signed by both the Player and the Participant must be provided to the Player.
 - 2.5. Upon execution, a copy of the Player Agreement, signed by both the Player and the Participant must be lodged by the Participant against the Active Contracts tab in the Players profile, in the NZF National Registration System. Where the Player Agreement is executed a copy of the Player Agreement must be lodged with NZF on or before 4:00pm on the Friday before the Player is eligible to play in the NL. Where a fixture is scheduled mid-week the Player Agreement must be lodged on or before 4:00pm the day prior to the match.
 - 2.6. All copies of the Player Agreement received by NZF will be held securely and in confidence by NZF and the Controlling Federation, except as required by law.
- #### **2.7. Early Termination**
- 2.8. The Player Agreement may be terminated by either the Participant or the Player, pursuant to the terms of the Player Agreement between the Participant and the Player.
 - 2.9. Upon early termination of the Player Agreement, a copy of the written notice of termination must be lodged by the Participant with NZF within 72 hours of the date of termination.

3. SUBSTITUTION RULES

3.1. Substitutes

3.1.1. 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.

3.2. Women's Premier and Championship Division.

3.2.1. Up to 5 substitutes may be used from up to 5 players named from 3 opportunities in the Match Day Line-Up in the NRS.

3.3. Women's Premier Reserves:

3.3.1. Up to 5 substitutes may be used from up to 5 players named the Match Day Line-Up in the NRS, with unlimited interchange of players at any time in the match.

3.4. Substitution Procedures

3.5. 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.

3.6. 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.

4. AGE RESTRICTIONS

4.1. Players aged 13 and below will not be granted dispensation to play in this competition.

4.2. Players aged 14 years require approval from the Federation and parental consent to be eligible for the Competition.

4.3. Players aged 15 and above do not require dispensation.

4.4. 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.

4.5. 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.

5. COMPETITION FORMAT

5.1. LOTTO NRFL PREMIER LEAGUE, RESERVES and CHAMPIONSHIP

5.1.1. The Competition shall be played on a triple robin basis.

5.2. 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.

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

- 5.4. The results of Competition matches will be recorded in a Competition table. The ranking of each team shall be determined as follows:
- 5.4.1. Greatest number of points obtained in all matches in the Competition; then.
 - 5.4.2. Greatest goal difference in all matches in the Competition; then
 - 5.4.3. Greatest number of goals scored in all matches in the Competition.
- 5.5. If teams cannot be separated as per above their rankings are decided as per Appendix 1, section 9, Declaration of Winner.
- 5.6. 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.
- 5.7. 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.

6. PROMOTION / RELEGATION

- 6.1. The following will determine Promotion / Relegation for the LOTTO NRFL Women's Premier League:
- 6.2. The 8th placed team in the competition will be relegated to the NRFL Championship competition for 2025.
- 6.3. Any corresponding reserve team will also be relegated.
- 6.4. The winner of the NRFL Championship will be eligible for promotion to the NRFL Premier League 2025, subject to achieving all required licensing criteria as set out by NZF.

7. DECLARATION OF WINNER

- 7.1. The results of all matches will be recorded in a league table. The ranking of each participant shall be determined as follows:
- 7.1.1. Greatest number of points obtained in all league matches.
 - 7.1.2. Goal difference in all league matches.
 - 7.1.3. Greatest number of goals scored in all league matches.
 - 7.1.4. Least number of goals conceded in all league matches.
 - 7.1.5. The head-to-head results between the teams equal on points.
- 7.2. 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:
- 7.2.1. for each Yellow Card received, a team will accrue 1 penalty point.

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

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

7.3. 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.

8. OFFICIAL MATCH BALLS

8.1. 2024 Official Match Ball:

8.2. The Official Competition Match Ball is the LOTTO RESPOSTA

8.3. The Federation reserves the right to make the use of certain match balls compulsory within the scope of these specific competition Regulations. Where official match balls are assigned, it is each Club's responsibility to ensure such match balls are procured, used, and presented in good, clean condition with a minimum of three for each home match.

8.4. Clubs should ensure that only the match balls referred to as official match balls are used in all games, promotional, news or team photographs, and television interviews.

8.5. A minimum of three (3) specified official size 5 match balls shall be provided by the home team, fit for play as determined by the Referee.

8.6. The match balls must be delivered to the Referee not less than 30 minutes prior to the commencement of the match.

8.7. Using any other ball other than the official match ball will result in a fine.

8.8. The Federation will supply balls to clubs, based on the following formula.

8.8.1.NRFL Women's Premier Teams – 3 balls per team

8.8.2.NRFL Women's Championship Teams – 2 balls per team

9. LOTTO NRFL PREMIER LEAGUE LICENSING CRITERIA 2024

9.1. Background

9.2. Following the introduction of Sporting Criteria via Regulations for the 2018 LOTTO NRFL Premier season, the Club Licensing process will be in effect for 2024.

9.2.1.The goals of NZ Football's Club Licensing programme are:

9.2.2.Understand and safeguard Club football in New Zealand.

9.2.3.Raise the level of professionalism in Club football through strengthening their facilities structures, administration, and technical and sporting development.

9.2.4. Identify and share best Club practices in New Zealand.

9.2.5. Formalise requirements for participation in domestic and regional Club competitions.

Process

9.3. Prior to acceptance in the 2024 LOTTO NRFL Premier League, all eight (8) clubs are required to have demonstrated their capability of meeting and have been awarded for the 2024 season a New Zealand Football National Club B License.

9.4. Once teams have been granted the license to enter the competition, all teams are then bound to adhere to the competition regulations for the duration of the season.

9.5. Any team found in breach of the regulations will be subject to sanctions for non-compliance as outlined below.

10. LOTTO NRFL PREMIER LEAGUE

10.1. The match day line must include the following coaches who meet the licensing requirements.

10.1.1. Head Coach - NZF/OFC B Licence – must hold **and must be present at the match and in the technical area for the duration of the game** or be a player on the field.

10.1.2. Asst Coach - NZF/OFC C Licence – must hold **and must be present at the match and in the technical area for the duration of the game** or be a player on the field.

10.1.3. Reserve Team Coach - NZF/OFC C Licence – must hold **and must be present at the match and in the technical area for the duration of the game** or be a player on the field.

11. LOTTO NRFL CHAMPIONSHIP

11.1. The match day line must include the following coaches who meet the licensing requirements.

11.1.1. Head Coach - NZF/OFC C Licence – must hold **and must be present at the match and in the technical area for the duration of the game** or be a player on the field.

12 Sanctions for non-compliance

12.1. A 2-point deduction and \$100 fine per breach will be applied to any team failing to meet the above requirements on a match day as outlined as a requirement of the NZF Club License.

12.2. A 2-point deduction and \$100 fine per breach may also be applied if any other elements of the 2024 Licensing Criteria requirements are unfulfilled.

12.3. Any team found to be in breach of the same criteria on 3 occasions during the season, may be removed from the competition and subject to further sanctions as deemed appropriate by the governing bodies of the competition.

13. VIDEO EXCHANGE – LOTTO NRFL PREMIER LEAGUE ONLY

- 13.1. NZF shall provide all Participants access to a video exchange service (Hudl) for the purpose of sharing and exchanging of technical match footage.
- 13.2. Host Participants must upload technical match footage to the video exchange platform within 48 hours of the conclusion of the fixture.
- 13.3. Footage must be of a reasonable quality (at the sole discretion of NZF) and be produced from the half-way line at a minimum height of 3 metres.
- 13.4. Failure to comply with the regulation will result in a \$500 fine being issued to the Participant.

40 APPENDIX 3 LOTTO NRFL YOUTH COMPETITIONS

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

1.1. LOTTO NRFL Youth Girls-only:

1.2. Saturday is the standard playing day with kick-off times as follows:

1.2.1.U14 Girls	Saturday 10am – 12pm
1.2.2.U16 Girls	Saturday 11am – 1pm

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

1.3.1.U14	2 x 35-minute halves plus 10 minutes halftime
1.3.2.U16	2 x 40-minute halves plus 10 minutes halftime

1.4. LOTTO NRFL Youth Mixed Competitions

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

1.5.1.U13	Sunday 10am – 12pm
1.5.2.U14	Sunday 11am – 12pm
1.5.3.U15	Sunday 11am – 1pm
1.5.4.U17	Sunday 12pm – 3pm

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

1.6.1.U13	2 x 30 minutes halves plus 5 minutes half time
1.6.2.U14	2 x 35-minute halves plus 10 minutes half time
1.6.3.U15	2 x 40-minute halves plus 10 minutes half time
1.6.4.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 – 18 players (11 selected players and up to 7 substitutes).
- 2.1.2.U14 – 18 players (11 selected players and up to 7 substitutes).
- 2.1.3.U14 – 18 players (11 selected players and up to 7 substitutes).
- 2.1.4.U15 – 18 players (11 selected players and up to 7 substitutes).
- 2.1.5.U17 – 18 players (11 selected players and up to 7 substitutes).
- 2.1.6.U14 Girls – 18 players (11 selected players and up to 7 substitutes).
- 2.1.7.U16 Girls – 18 players (11 selected players and up to 7 substitutes).

3. TDP SQUADS and MATCH DAY LINE-UPS

3.1. Each member club is required to name a maximum 22-persons as part of their accreditation process for both NZ Football's TDP program and NRFL Youth Competitions

3.2. Each NRFL age group squad can name a maximum of 22 players – These squads need to be added to NRF's comet catalogues as part of the competitions auditing process (U14,15,17 Mixed) (U14,16 girls) prior to the 15th of March 2024.

- 3.3. Within each NRFL age group squad a minimum of 65% of those players must qualify as home grown
- 3.4. A home-grown player is someone who has been registered to the club or MOU club / school for a period of any 2 consecutive years.
- 3.5. Only players named within the clubs TDP Program and part of the 22-person squad are eligible to compete in the NRFL Competition.
- 3.6. Each match day squad may carry a maximum of 18 players (11 starting and up to 7 substitutes)
- 3.7. There is no minimum home-grown player requirement for a match day squad.

4. SUBSTITUTION RULES

- 4.1. Substitution Procedures
- 4.2. The procedure for substitutions shall be in accordance with the IFAB Laws of the Game.
- 4.3. The maximum number of substitutions in LOTTO NRFL Youth Competition is 7 from 7 returning (rolling) unlimited substitutions.
- 4.4. Substitutions may be made within any 3 periods of the game, not including half time which does not count as a stoppage.
- 4.5. 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.

5. ELIGIBILITY OF PLAYERS

- 5.1. Players must play within their correct age grade unless clubs have employed the 2024 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).
 - 5.1.1. Under 17 Players (players born on or after 1 January 2007)
 - 5.1.2. Under 16 Players (players born on or after 1 January 2008)
 - 5.1.3. Under 15 Players (players born on or after 1 January 2009)
 - 5.1.4. Under 14 Players (players born on or after 1 January 2010)
 - 5.1.5. Under 13 Players (players born on or after 1 January 2011)

6. COMPETITION FORMAT

- 6.1. The NRFL Mixed Leagues will play a full round robin, before splitting into a Premiership / Championship for a further single round of competition
- 6.2. The NRFL Girls Leagues, will be based on a triple round robin format.
- 6.3. Both Mixed and Girls leagues will have an optional entry NRFL Cup Competition. Clubs will be required to confirm entry, prior to 28th February 2024.
- 6.4. Clubs may only enter one team in any one grade of the LOTTO NRFL Youth

- 6.5. Three (3) points are awarded for a win, one (1) point for a draw, Nil (0) points for a loss.
- 6.6. No extra time shall be played during the Competition in the case of a drawn match between teams.
- 6.7. The results of Competition matches will be recorded in a Competition table. The ranking of each team shall be determined as follows:
- 6.8. Greatest number of points obtained in all matches in the Competition; then.
- 6.9. Greatest goal difference in all matches in the Competition; then
- 6.10. Greatest number of goals scored in all matches in the Competition.
- 6.11. If for any reason the Competition cannot be completed within the required timeframe the CM may close the relevant Competition and declare the final placings at their sole discretion.
- 6.12. 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.

7. PROMOTION / RELEGATION

- 7.1. The following will determine Promotion / Relegation:
- 7.2. All clubs who have achieved and been awarded the TDP have protected status for the following years competitions.
- 7.3. NRFL Youth League are protected entries only for clubs who hold a valid fully accredited NZF TDP Program and can meet all requirements to participate in the competitions.
- 7.4. The Competition promotion/relegation is subject to potential changes for 2025.

8. DECLARATION OF WINNER

- 8.1. Three (3) points are awarded for a win, one (1) point for a draw, zero (0) points for a loss.
- 8.2. The results of Competition matches will be recorded in a Competition table. The ranking of each team shall be determined as follows:
 - 8.2.1. Greatest number of points obtained in all matches in the Competition; then.
 - 8.2.2. Greatest goal difference in all matches in the Competition; then
 - 8.2.3. Greatest number of goals scored in all matches in the Competition.
- 8.3. 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.

8.4. 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.

9. OFFICIAL MATCH BALLS

9.1. 2024 Official Match Ball – LOTTO NRFL Competitions

9.2. 14th, 15th, 16th, and 17th Grade LOTTO FB300 EVO Size 5

9.3. All teams in the LOTTO NRFL Youth Competitions will be supplied with 2 match balls per team.

9.4. The Federation reserves the right to make the use of certain match balls compulsory within the scope of these specific competition Regulations. Where official match balls are assigned, it is each Club's responsibility to ensure such match balls are procured, used, and presented in good, clean condition with a minimum of three for each home match.

9.5. The match balls must be delivered to the Referee not less than 30 minutes prior to the commencement of the match.

9.6. Using any other ball other than the official match ball will result in a fine.

10. VIDEO EXCHANGE – LOTTO NRFL TDP 14, 15 and 17s ONLY

10.1. NZF shall provide all Participants access to a video exchange service (Hudl) for the purpose of sharing and exchanging of technical match footage.

10.2. Host Participants must upload technical match footage to the video exchange platform within 48 hours of the conclusion of the fixture.

10.3. Footage must be of a reasonable quality (at the sole discretion of NZF) and be produced from the half-way line at a minimum height of 3 metres.

10.4. Failure to comply with the regulation will result in a

10.4.1. 1st time – Warning

10.4.2. 2nd time - \$150 fine

10.4.3. 3rd time - \$250 fine

10.4.4. 4th time - \$500 and removal of access to HUDL Platform

11. WITHDRAWING FROM THE COMPETITION

11.1. 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.

11.2. Any club who withdraws a NRFL Youth team from the competition at any stage of the competition will be subject to the following sanctions:

11.3. Withdrawal Fee \$1000 + GST.

11.4. Removal of all NRFL Youth teams for the remainder of the season. Teams will be placed in the next available competition which has vacancies.

11.5. If teams are removed from the competition, all results will be cancelled as though the matches were never played.

11.6. An additional stand down for a further year of participation in the NRFL Youth Competition.

E.g. Should a club willingly withdraw any team from the NRFL Youth Competition once the competition has commenced the following ruling will apply - all teams removed for the remainder of current NRFL Youth season, and eligibility for the following years NRFL Youth Competition revoked.

11.7. All sanctions and fines are subject to waiver by the Federation.

12. MINIMUM ENTRY REQUIREMENTS LOTTO NRFL PREMIER GIRLS

12.1. All teams participating in the LOTTO NRFL Premier Girls Divisions are required to either hold an approved accredited TDP program or be actively enrolled and working towards accreditation. Once there are 8 fully approved and accredited TDP clubs, entry criteria will be changed to only clubs holding fully accredited programs.

Requirement	Details	Evidence
NZF Youth League Match Day Standards	All clubs must comply with the NZF Match Day Standards.	
Grades	All clubs must enter teams into all grades of the LOTTO NRFL Youth Competition. 14th and 16th Grade	1. Teams entered respective competitions within COMET
Number of players	Maximum squad size of 22 players	1. Players registered in National Registration System
Home Grown Players	2024 – Must have 14/22 home grown* players or 65% of the TDP squad (rounded up) A player has been registered for the TDP club for 2 consecutive seasons. A player has been registered to and attended the club’s Skills Centre for 2 or more consecutive seasons. Has been registered to a club for 2 or more consecutive seasons that have a signed MOU with the TDP club.	Players registered in National Registration System
Coach Qualifications U14, and U16 Competitions	Named head coach must hold a current OFC/NZF ‘C’ Licence OR equivalent* OR higher. * Equivalent must be recognised by New Zealand Football via ‘Recognition of Prior Learning’ process.	Coaches registered on National Registration System Show evidence of course completion. 3. New coaches only – show evidence of course attendance
Emergency Aid	Must have one person at each session and match who holds a current first aid qualification.	1. Show evidence of first aid certificate
Child Safety	All team officials must be police vetted.	1. Show evidence of valid police vetting document
Team Management	All teams must have a female member of either the coaching or management	1. Show evidence of coaching and management staff
Community Referee	All teams must have a qualified Community Referee nominated as part of the team entry.	1. Show evidence of certification

13. MINIMUM ENTRY REQUIREMENTS LOTTO NRFL PREMIER BOYS (MIXED)

13.1. The following criteria will be required from all clubs participating in LOTTO NRFL PREMIER BOYS (MIXED) Youth Competitions. All teams are required to hold an approved accredited TDP program.

Requirement	Details	Evidence
NZF Youth League Match Day Standards	All clubs must comply with the NZF Match Day Standards.	
Grades	All clubs must enter teams into all grades of the LOTTO NRFL Youth Competition. 14th, 15th, and 17th Grade Competitions.	1. Teams entered respective competitions within COMET
Grades	All clubs must have a fully approved TDP program from NZF	1. TDP accreditation will be verified with NZF.
Number of players	Maximum squad size of 22 players	1. Players registered in National Registration System
Home Grown Players –	<p>2024 – Must have minimum 14/22 home grown* players or 65% of the TDP squad (rounded up)</p> <p>A player has been registered for the TDP club for 2 consecutive seasons.</p> <p>A player has been registered to and attended the club’s Skills Centre for 2 or more consecutive seasons.</p> <p>Has been registered to a club for 2 or more consecutive seasons that have a signed MOU with the TDP club.</p>	Players registered in National Registration System
Coach Qualifications:	<p>Named head coach must hold a current OFC/NZF ‘C’ Licence OR equivalent* OR higher.</p> <p>* Equivalent must be recognised by New Zealand Football via ‘Recognition of Prior Learning’ process.</p>	<p>Coaches registered on National Registration System</p> <p>Show evidence of course completion.</p> <p>3. New coaches only – show evidence of course attendance</p>
Emergency Aid	Must have one person at each session and match who holds a current first aid qualification.	1. Show evidence of first aid certificate
Child Safety	All team officials must be police vetted.	1. Show evidence of valid police vetting document
Community Referee	All teams must have a qualified Community Referee nominated as part of the team entry.	1. Show evidence of certification

41 APPENDIX 4 - NZF TDP MATCH DAY STANDARDS
NRFL 14th, 15th, 16th, and 17th Grades

PLEASE NOTE THESE ARE THE 2023 MATCH DAY STANDARDS. THE 2024 STANDARDS WILL BE INSERTED ONCE RECEIVED FROM NEW ZEALAND FOOTBALL



**NEW ZEALAND
FOOTBALL**

**TDP Youth
League
Match Day
Standards**

To align match day standards for the top regional youth competitions involving TDP accredited clubs.

Purpose

To elevate match day standards in the 'top' youth league in each federation involving TDP accredited clubs and follow best practice recommendations to provide all stakeholders with the best experience possible.

NZF Strategic Direction

'Inspiring Performances on The Global Stage'

Goal

'A clear talent pathway for players, coaches, and referees'

Actions

'Focus on implementing a system wide talent development approach'.

'Design and deliver sustainable national competitions to expose a large pool of players to a high level of competitive Football'.

Background Information

During 2022 aligned Match Day Standards across all leagues involving TDP accredited clubs was introduced for the first time. At the culmination of the 2022 season all TDP accredited clubs were invited to complete a survey based on their experiences using the match day standards.

Benefits afforded to TDP accredited clubs.

- An accredited TDP club receives automatic entry into the top league in all age groups offered each season.
- TDP clubs in mixed and girls only football receive automatic entry into the National Youth Development League
- TDP accredited clubs can play their players in any older age group within their TDP programme without the need to apply for dispensation. Clubs can play a maximum of 3 players down one age year in any one game. Goalkeepers as a specialist position can play down 2 age years if necessary.
- Clubs will have access provided to a Hudl league exchange to upload/download games for development purposes.

2023 Proposal

Using TDP clubs' survey feedback along with NZF/Federation observations the below are the updated match day standards for 2023.

Changes from 2022

- Aligned to our National Leagues, teams will have 3 substitute windows available to them to use at any time (substitutions can also be made at halftime which does not count as a window)
- If teams make substitutions at the same time, this will count as an opportunity for both teams.
- The Hudl portal will alter to become a league exchange which should make it easier for clubs to navigate and find the relevant game.

Minimum Match Day Standards

Standards to be implemented for the 2024 season in youth leagues that involve TDP accredited clubs.

- All games must take place on a pitch that is roped off to keep spectators at least 2m back from the pitch or have permanent boarding's.
- The home team will film the game from a minimum height of 3m and provide a copy for the away team within 48 hours of the game ending. This is for U14/U15 age group upwards. Clubs/federations will have access provided by NZF to an improved Hudl league exchange to upload/download games.
It is acknowledged some games are moved to an alternative venue with a noticeably short notice period, these games could be held without some match day standards being achieved so some discretion will be afforded to the home club in such circumstances.
- A **maximum** of 7 substitutes allowed.
- Teams have 3 substitute windows to use at any point during the game. Rolling subs will be used. Any substitution made due to injury will be deemed to have used a substitute window. If all 3 windows have been used and the GK is injured, they can be replaced using a fourth window as this is a specialist position.
- Playing squads and coaches must be entered into the Comet catalogue.
- A club can only enter 1 team into the top youth league in mixed or girls only football.
- A player has been registered for the TDP club or MOU club for any 2 consecutive seasons.
- A player has been registered to and attended the club's Skills Centre for 2 or more consecutive seasons.
- Has been registered to a club for 2 or more consecutive seasons that have a signed MOU with the TDP club.

- The home team must provide an appointed match co-ordinator.
- The home team must provide and nominate a designated first aid qualified person.

2023 Proposal

It is recommended that home clubs provide covered seating for both sets of players and officials, this is not included in the match day standards due to some venues not being logistically able to accommodate this.

2023 Proposal

It is recommended that home clubs provide dressing rooms pregame, halftime and post-game for both sets of players and officials, this is not included in the match day standards due to some venues not being logistically able to accommodate this.

Team Reporting

In instances of the home team not achieving the agreed match day standards the visiting team are encouraged to notify the Competitions Manager of their local federation to follow up with the home club and facilitate an improvement.

All clubs/federations are being trusted to follow and implement all match day standards to provide the players with the best game day experience possible without the need for any sanctions.

42 APPENDIX 5 COMPETITION VARIATIONS – U14 to U17 Grade

Youth Football											
	Format	Subs Rolling	Match Length	Minimum Field Size	Optimal Field Size	Maximum Field Size	Ball	Offside	GK's	Minimum Goal Size	Maximum Goal Size
U13 Grade	11 v 11	7 from 7	2 x 30 min = 60 5 min max for halftime	80 x 45m	80m x 45m		4	YES	YES	6.4m x 2.1m	7.3m x 2.4m
U14 Grade	11 v 11	7 from 7	2 x 35 = 70 10 min max halftime	80m x 45m	82m x 50m	90m x 55m	5	YES	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	90m x 55m	100m x 60m	5	YES	YES	7.3m x 2.4m	7.3m x 2.4m
U16 Grade Girls	11 v 11	7 from 7	2 x 40 = 80 10 min max halftime	90m x 55m	100m x 60m	100m x 65m	5	YES	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	100m x 60m	100m x 65m	5	YES	YES	7.3m x 2.4m	7.3m x 2.4m