



**Northern  
Region  
Football**

# **COMPETITION REGULATIONS**

**Senior Community Competitions**

**NRF Men's & Women's Div. 1 and below**

**NRF Masters, NRF Veterans, NRF Legends**

**NRF Northland Men's & Women.**

**NRF Knockout Competitions**

**NRF Stafford Choat Knockout Competitions**

**Youth Community Competitions (Under 13 to Under 19)**

Note – regulations are subject to change by notification or consultation with NRF clubs.

**Sections in yellow are new for 2022.**

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## 1 DEFINITIONS

The terms given below denote the following:

- 1.1. **Away Team:** The Club playing a match at an opponent's nominated match venue.
- 1.2. **Club:** An affiliated member club of NZF or of NRF that enters at least one team in a Competition.
- 1.3. **COMET:** Means the NZF National Registration System and Competitions Management System.
- 1.4. **Competition:** any competition, tournament or league administered by the Federation including pre-season, season proper, finals series and any post season tournament or knockout cup competition.
- 1.5. **Competitions Manager:** means the official appointed by the Federation from time to time to administer the Competitions
- 1.6. **Fines Schedule:** means the schedule attached to these regulations.
- 1.7. **Health and Safety Regulations:** The Health and Safety Act 2015 and all other relevant regulations.
- 1.8. **Home Club:** The Club responsible for the organisation and management of matches played at their own nominated match venue.
- 1.9. **Home Team:** the Club named first on the Competition fixture.
- 1.10. **Home Venue:** A match played at a Club's own nominated match venue.
- 1.11. **Match Day Line-up:** Refers to COMET Matchday line-up used for recording player participation in a Competition Match.
- 1.12. **NZF:** New Zealand Football Incorporated.
- 1.13. **NZF Disciplinary Committee:** The Disciplinary Committee of NZF.
- 1.14. **Player:** Any football player registered as such with a Club, and **Players** shall be construed accordingly.
- 1.15. **Playing:** Means taking the field of play including as a substitute. Being named on the Match Information/Team List and not taking the field of play does not constitute as playing
- 1.16. **Regional Association Disciplinary Committee:** The Disciplinary Committee of a Regional Association/Federation
- 1.17. **Regulations:** Means these Competition regulations.
- 1.18. **Season:** The period of time starting with the first official match of the Competition and ending with the last official match of the Competition.
- 1.19. **The Federation:** Northern Region Football (NRF)

## **2 COMPETITION**

- 2.1 These Regulations regulate the rights, duties and responsibilities of all Clubs in these competitions.
- 2.2 These Regulations are binding for all parties participating and involved in the preparation, organisation and hosting of these competitions.
- 2.3 The NZF Statutes and Regulations, the FIFA Statutes and all FIFA Regulations in force shall apply. Any reference in these Regulations to the NZF Statutes and Regulations, the FIFA Statutes and FIFA Regulations, refers to the Statutes, Rules and Regulations valid at the time of application.
- 2.4 All matches shall be played in accordance with the IFAB Laws of the Game with limited exceptions outlined in these regulations.
- 2.5 Final decisions on interpretations of any part of these regulations shall rest with the Federation.
- 2.6 Participation in Competitions shall be open to invited clubs within the boundaries of Northern Region Football.
- 2.7 The entire control and management of these competitions shall be vested in the Federation. The Federation shall have the power to do all other things necessary to ensure the progress of these competitions through all its stages and may take appropriate action to bring about such results. All or any of the powers vested in the Federation may be delegated to a nominee.
- 2.8 The Federation shall determine the number of teams that may compete in these competitions. The decision of the Federation as to the composition and execution of these competitions shall be final and binding.
- 2.9 The Federation may appoint a Competitions Manager or similar who shall be responsible for administration of these competitions. The Competitions Manager holds jurisdiction as per the NZF Disciplinary Code.
- 2.10 Each club wishing to compete in these competitions shall, on or before a date advised by the Competitions Manager, confirm in writing their acceptance of an invitation to compete in said Competitions.
- (a) Written confirmation is to be submitted via direct entry of teams into the relevant competitions in COMET.
- 2.11 Entry to, and continued participation in, these competitions may be restricted or revoked by the Federation having regard to:
- (a) The Clubs satisfying criteria established from time to time by the Federation on a continuing basis.
- (b) The Club satisfying terms set by the Federation from time to time.
- 2.12 From time to time the Federation may set costs of participation above and beyond the normal Federation and NZF levies which shall be payable to the Federation.

- 2.13 In the event of any Club not continuing in the Competition for whatever reason, including failing to meet the aforementioned criteria, resulting in their removal from the Competition, then the filling of the consequential vacancy shall be determined by the Federation, which may in its sole discretion choose not to fill the vacancy.
- 2.14 Each club competing in the Competition shall pay the Competition fees as directed by the Federation.
- (a) In the event of any Club not paying the relevant Competition fees as required, then, without prejudice to any other remedies available to the Federation, and at the sole discretion of the Federation, the Club may be subject to:
- i. Suspension from participation in the Competition or any further iteration of the Competition.
  - ii. The collection of unpaid costs being directed to a collection agency.

### **3 DISCIPLINARY MATTERS**

- 3.1 Disciplinary incidents will be dealt with in accordance with the NZF Disciplinary Code and the FIFA Disciplinary Code.
- 3.2 The Clubs, their Players and Officials, agree to comply with:
- (a) The IFAB Laws of the Game.
  - (b) the FIFA Statutes and Regulations.
  - (c) The FIFA Disciplinary Code.
  - (d) The FIFA Anti-Doping Regulations.
  - (e) The FIFA Code of Ethics (in matters regarding the fight against discrimination, racism and match-fixing).
  - (f) The FIFA Code of Conduct
  - (g) NZF Statutes and Regulations
  - (h) The NZF Disciplinary Code
  - (i) The NZF Anti-Doping Regulations
  - (j) The NZF Code of Ethics
  - (k) The NZF Anti-Match Fixing and Sports Betting Regulation
  - (l) The NZF Code of Conduct.

### **4 DISPUTES AND PROTESTS**

- 4.1 Any Club in the Competition may bring a dispute or protest to the Federation who shall make a decision or refer to the appropriate Judicial Body according to NZF Statutes, and advise the party or parties concerned in accordance with the relevant regulations providing that;
- (a) 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.
  - (b) A protest shall be made by the Club Secretary or other authorised club official, no later than three (3) working days of the fixture.
- 4.2 Clubs or players may appeal a decision through the process set out in the NZF Disciplinary Code.

### **5 DISCRIMINATORY INCIDENTS**

- 5.1 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.
- (a) 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.

(b) 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.

(c) 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.

(d) 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.

## 6 EQUIPMENT

### Playing Strips

6.1 Each Club shall inform the Federation of playing strips with two different and contrasting colours for its Club colours and alternate strips (shirt, shorts, and socks). In addition, each Club shall select **up to** 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 Club colours and alternate strips. Any breach of this regulation may result in the offending club being fined as per the Fines Schedule attached to these regulations.

6.2 Each Club shall register their Club and/or team colours in Comet. **Upon written approval by their Club, teams may register team colours which are distinctly different to the club colours provided the team colours meet all other criteria covered by these regulations.**

6.3 Each Club shall wear its home strip in their Home matches, and all other matches where there is no clash of colours with the Home Team. In the event of any match being played at a neutral match venue, the named Home Team will wear their Home strip.

6.4 Where the strips of the two Clubs are alike or similar, the Away Team shall wear their alternate strip as long as **the playing shirt** does not contain any of the basic colours of the Home Team and is approved by the Match Official. Subject to Match Official approval, it may be necessary for Clubs to change any perceived clashing strip item(s).

6.5 If, in the opinion of the Match Official, a clash of colours will occur to the detriment of the match, the Match Official may direct either or both Clubs to change or vary their strip.

6.6 Where necessary to ensure a game is played, training bibs may be used to differentiate colours of the two competing teams.

### Numbers

6.7 For all Competitions covered by these Regulations; shirt numbering is not mandatory. It is however preferred for shirts to be numbered. If numbered, there shall be no duplication of numbers within a team. Shorts, if numbered, must carry the *same* number as the shirt number worn by an individual player.

- 6.8 Where a team does not wear numbered shirts the Match Day Line-up in Comet shall be listed 1, 2, 3, etc.

#### **FIFA/IFAB Requirements**

- 6.9. All players shall comply with IFAB Laws of The Game - Law 4.

#### **Match Balls**

- 6.10 FIFA sanctioned match balls shall be provided by the home team; Senior Competitions shall use Size 5; Youth Competition variations to this Clause are detailed in Appendix 3.

### **7 MATCH VENUES, DATES AND KICKOFF TIMES**

- 7.1 The Federation shall publish a fixture list including the match venues, dates, and kick-off times for the season. All matches shall be played on the dates and times as published by the Federation and shall not be varied without the prior written approval of the Federation.

- 7.2 The Competitions Manager shall determine times, dates, and grounds for any fixture in the Competition and shall always have the right to amend, postpone or cancel any fixture.

- 7.3 Games may be scheduled on grass, hybrid or approved artificial surfaces.

- 7.4 Matches shall be played at such time and on such grounds as directed by the Federation. Clubs may request that the Federation schedule teams at given times and/or venues and these may be approved at the sole discretion of the Federation.

- 7.5 In the event of a late start for any reason, if it is known or can be ascertained prior to kick-off that there is no later match scheduled for the pitch which would be disrupted by doing so, the match shall be extended to its normal duration in two equal halves.

- 7.6 If there is a match scheduled to follow on the same pitch, the match should be transferred to another available field or postponed. The Competitions Manager may:

- (a) Confirm the match is postponed, or
- (b) Reschedule the match.
- (c) Require the total playing time to be reduced – with each period being of equal duration

- 7.7 If any Club wishes to change the match date or kick off time, they must advise both the opposing club and the Federation no less than 10 days prior to the scheduled games, setting out in full their reasons for requiring the change. In the event of both Clubs agreeing to the change, the Federation shall take that into account prior to giving its decision.

- (a) The Federation may approve the request to change; or
- (b) The Federation may not approve the request to change; or
- (c) The Federation without the opposing club's agreement may in its sole discretion agree to the change.
- (d) In exceptional circumstances postponements may be proposed by Clubs through the Club Secretary or other recognised Club official. Such proposed postponements must be received by the Federation before the scheduled time of kick-off and will be accepted or rejected at the sole discretion of the Competitions Manager.

- 7.8 A request for postponement will be considered if:

- (a) The team has been drawn to play in a New Zealand Football cup competition less than 72 hours before or after the fixture.
- (b) In exceptional circumstances or emergencies, requests for change of fixtures, venues and kick-off times not accompanied by the permission in writing of an authorised official of the opposing team/club may be considered by the Federation.
- (c) Requests for postponements must include a confirmed date for the rescheduling of the fixture which must be played no later than 14 days after the original date – if no date is included the fixture shall be determined to have been a default by the team requesting the postponement. The appropriate fine will be applied for all defaults – see Fines Schedule.

**7.9** Catchup playing days are included in the fixtures calendar for the sole purpose of providing space for blanket postponements to fixtures due to adverse weather and postponements due to team participation in knockout competitions as such are not normally available to use for ad hoc postponements requested by individual teams/Clubs.

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

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

7.12 In the event of a Club wishing to play at a match venue other than it's nominated match venue, it must give the Federation 10 days' notice in writing setting out the reasons for the change of match venue, with full particulars of the new match venue and facilities available for players, spectators and officials. The decision of the Federation as to the acceptability of the proposed match venue change will be final.

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

#### **Floodlit Matches**

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

#### **Cost of Floodlights**

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

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

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

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

#### **Security**

7.18 The Host Club shall be responsible for taking all practicable measures to ensure:

- (a) That all facilities and equipment comply with the Health and Safety Regulations. Certificates of compliance as required must be current.
- (b) The orderly behaviour of the crowd and safety of the match officials, players and officials of the teams and all spectators; and



- 7.19 Each Club must make every effort to ensure that the NZF Code of Conduct is communicated and made available to its staff, Players, coaches, volunteers, and spectators.

## **8 FIELD OF PLAY**

- 8.1 All Host Clubs are to ensure that their grounds comply with the IFAB Laws of the Game, Law 1 – The Field of Play.
- 8.2 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.
- 8.3 In compliance with the provisions of the IFAB Laws of the Game, the technical area shall be in front of the seated area with lines or cones for substitutes and technical staff at playing venues where this is appropriate.
- 8.4 The technical area shall be of sufficient size to include the maximum number of eleven (11) persons authorised to be on the substitute's bench and be located one metre either side of the substitute's bench, to one metre from the touchline.
- 8.5 All Home Clubs are required to have the field of play of their home grounds maintained in a satisfactory condition.
- 8.6 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.
- 8.7 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.

## **9 REFEREES**

- 9.1 The Federation shall make Match Official appointments for fixtures at their sole discretion.
- 9.2 Each Referee shall attend the ground at least one hour before the scheduled kick-off time;
- (a) Shall wait one half-hour (30 minutes) after the scheduled kick-off time, prior to abandoning the game for any reason, and;
  - (b) Shall advise (and receive approval from) the Competitions Manager by telephone prior to leaving the venue.
- 9.3 The Match Official's decision shall be final as to the condition of the ground for play.
- 9.4 **The Federation strongly recommends that clubs ensure that each team has an associated qualified Community Referee (CR).**
- 9.5 The home team may provide a Community Referee (CR) with current accreditation to control the whole fixture. If a CR is provided, he or she shall provide his/her name to the visiting coach/manager.
- 9.6 If the home team does not have a CR, and the visiting team does, then the visiting CR shall control the fixture. If none of the above is available, the home team shall provide a referee for the first half and the visiting team shall provide one for the second.
- 9.7 Teams **must agree prior to the commencement** of the match that one referee from each team shall officiate one half each, **or may agree that one (1) nominated person shall referee the entire match.** Once agreed, the Referee should not be changed during a half other than for injury or on the mutual

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

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

## 10 SUBSTITUTION RULES

### Substitution Procedures

- 9.1. The procedure for substitutions shall be in accordance with the IFAB Laws of the Game with up to five (5) substitutes with unlimited interchange of players for all Competitions covered by these Regulations. NRF Legends teams may use seven (7) substitutes. Youth Competition variations to this Clause are detailed in Appendix Three.
- 9.2. 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 must be accompanied by one official from the Technical Area.

## 11 TECHNICAL AREA

- 11.1 All occupants of the Technical Area should be recorded in the Match Day Team Line-up prior to the commencement of the match.
- 11.2 Only one person at a time may convey technical instructions from the Technical Area.
- 11.3 The coach and other officials must remain within the confines of the Technical Area except in special circumstances, for example, entering the field of play with the Referee's permission to treat an injured Player.
- 11.4 The coach and other occupants of the Technical Area must always conduct themselves appropriately, in a responsible manner, and in particular refrain from using offensive, insulting, abusive language and or gestures. The Match Officials should monitor the Technical Area. Any breach may be sanctioned by the Match Official and reported by way of the Match Day Team Line-up and NZF Incident Report Form to the Disciplinary Manager.
- 11.5 There is to be no coaching from behind the goal line or from the position as Match Official from any member involved with the team, officials, or spectators.

## 12 PLAYING OF FIXTURES

- 12.1 Clubs must take all reasonable steps to arrive at a match on time.
- 12.2 All matches in Senior Community Competitions will be 2 x 45-minute halves plus halftime of a maximum of 15 minutes. Youth Competition variations to this Clause are detailed in Appendix Three.
- 12.3 Teams shall have a maximum of 11 players on the field at any time and a minimum of 7 players. Youth Competition variations to this Clause are detailed in Appendix Three.

- 12.4 Any team having seven (7) or more players present must be ready to commence its match within ten (10) minutes after the published start time. Any team that does not comply shall forfeit the match and the match result shall be recorded as a 3 – 0 default. Youth Competition variations to this Clause are detailed in Appendix Three. The appropriate fine may be applied for all defaults – see Fines Schedule.
- 12.5 If a team during any Competition match is reduced, for whatever reason, to less than seven (7) Players, the referee shall abandon the relevant match, subject to the provisions of the IFAB Laws of the Game.

### **Retreating Line**

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

### **Postponed Matches**

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

### **Unforeseen Changes**

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

### **Results**

- 12.11 Results for all age grades shall be entered by the Home Club in COMET by 12 noon the day following the match and no later than 12 Noon Monday following a weekend fixture (If a Referee has been appointed the appointed Referee shall enter all Match Events). **For the avoidance of doubt results may be entered by either team.**
- 12.12 Results not entered within this timeframe will result in the offending **Home Club** being fined as per the Fines Schedule attached to these Regulations.

### **Defaults**

- 12.13 Any default will be recorded as a 3-0 win to the opposing team.
- 12.14 Notification of a team's default must be made in writing to the Competitions Manager by the Club secretary or other recognised Club official. The appropriate fine may be applied for all defaults – see Fines Schedule.

- 12.15 A team which defaults either two (2) matches in succession or a total of three (3) matches in the season may be disqualified from the competition at the discretion of the Federation.
- 12.16 If both teams are deemed to have defaulted, a 'no result' of 0-0 may be recorded with no points attached or the match may be rescheduled at the sole discretion of the Federation.
- 12.17 Any team which defaults a knockout match shall be excluded from participating in any resulting Plate match and/or may be excluded from entering any Knockout Competition in the following season (at the discretion of the Competitions Manager).

### **Suspended or abandoned matches**

- 12.18 In the event of adverse weather conditions occurring during a match, where in the view of the Referee endangers the Players or Officials, the Referee may at their sole discretion suspend play for a period of up to ten (10) minutes to allow time for conditions to improve to a point where the match is able to recommence.
- 12.19 Where weather/ground conditions preceding a fixture raise doubts as to whether play shall take place, the Home Club and or referee shall call the Competitions Manager to discuss whether the ground is fit for play. Due notification of these circumstances shall be communicated to the Away Team by the Competitions Manager. The above procedure shall be initiated with the travelling time of the Away Team in mind.
- (a) In these circumstances, if the Away Team has been notified that a match is to be played, then all reasonable efforts shall be made to ensure that the match proceeds in accordance with these regulations.
- 12.20 Any match abandoned after kick-off, for any reason, shall be reported directly to the Federation by the referee if present AND the Home Club. Upon review, the Federation may decide that:
- (a) The score at the time of the abandonment will stand if at least 80% of the match has elapsed, or:
- (b) The match shall be awarded to one of the teams as a forfeit win with a recorded score line of 3-0, or:
- (c) The match shall be rescheduled by the Federation.
- (e) In all cases the discretion of the Competitions Manager shall apply.

## **13 FINANCIAL PROVISIONS**

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

## **14 ELIGIBILITY OF PLAYERS**

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

## Team catalogues

- 13.3 Clubs must enter their Team Catalogues in COMET prior to the commencement of the Competition.
- 13.4 A player may be included in more than one Team Catalogue.
- 13.5 Teams must produce their Team Catalogues if requested by the opposition. Failure to produce the Team Catalogue on request may incur a sanction to the team's Club. The Team Catalogue may be viewed electronically.
- 14.3 Any Club found guilty of fielding an ineligible Player for whatever reason shall be subject to the following penalties:
- (a) Fine
  - (b) Loss of points where points were awarded
  - (c) Where a club repeatedly infringes this regulation, the Federation may increase the sanction to be pronounced as deemed appropriate for the infringement.
- 14.4 All international transfer clearances (ITC) must be processed and completed as per the NZF Regulation of Status and Transfer of Players.
- 14.5 Competitions for women are restricted to female players only.
- 14.6 Competitions for Men may include female players.
- (a) Females wishing to play in Competitions for men may do so only with written dispensation from the Federation. Players must not take the field unless dispensation has been granted.
- 14.7 Youth Competitions are regarded as mixed Competitions (male and female players may participate at any time). Females playing in mixed Competitions can play down one grade without dispensation. Players must play within their correct age grade unless the appropriate dispensation has been approved by the Federation.
- 14.8 To be eligible for the Senior Competitions Male Players must have reached their 15<sup>th</sup> birthday and Female Players must have reached their 14<sup>th</sup> birthday in the current calendar year, prior to applying for dispensation and playing in any match. Requests for dispensation must be received by the Federation accompanied by a signed letter from the Parent/Guardian of the player supporting the dispensation request. Players must not take the field unless dispensation has been granted.
- 14.9 No dispensation will be given for Male Players aged 14 or Female Players aged 13 or younger to play in any Senior Competition covered by these Regulations.
- 14.10 Male Players aged 16 years, or older or Female Players aged 15 years or older can play in any Competition of their own age grade or older/higher covered by these Regulations.
- 14.11 A Player shall be permitted to play for any team of his Club in any division at the discretion of the Club's selection policies, however where a Club has a team in a higher ranked competition/division the following shall apply:
- (a) Not more than two players who last played for a team in a higher-ranked competition/division can play down in the next game of a team covered by these Regulations.
- 14.12 Players playing in the Masters (O35) Competitions must reach their 35<sup>th</sup> birthday during the calendar year of the current season and prior to playing in any match. Players not meeting this age criteria are not eligible to play in this competition.

- 14.13 Players playing in the Veteran's (O40) Competitions must reach their 40<sup>th</sup> birthday during the calendar year of the current season and prior to playing in any match. Players not meeting this age criteria are not eligible to play in this competition.
- 14.14 Players playing in the Legends (O45) Competitions must reach their 45<sup>th</sup> birthday during the calendar year of the current season and prior to playing in any match. Players not meeting this age criteria are not eligible to play in this competition.
- 14.15 Where a team is found to have played an ineligible player, the team will forfeit the match. A team sanctioned by a forfeit is deemed to have lost the match by 3 – 0. If the goal difference at the end of the match is greater than three (3), the result on the pitch is upheld. The offending team's Club may incur any ineligible/unregistered player fine as set down in the Fines Schedule.
- 14.16 If both teams are determined to have fielded ineligible players, the match shall be entered as cancelled meaning that neither team accrues points in the standings table.

## **15 REGISTRATION OF PLAYERS**

- 15.1 All players must be duly registered in accordance with the FIFA Regulations on the Status and Transfer of Players and the NZF Regulations on the Status and Transfer of Players. A player can only be registered for one (1) Club at a time and can only play for that Club.
- 15.2 The registration period for any player competing in the Competition will close as per NZF Regulations on the Status and Transfer of Players.
- 15.3 Players may terminate their registration with their current club and re-register with another club at any time throughout the season – provided they have met all obligations with their current club.
- 15.4 Players may register for 3 clubs and play for two (2) in any one (1) season for any Competition covered by these Playing regulations. For the avoidance of doubt a player may move between two (2) clubs an unlimited number of times within one playing season.

## **16 RELEASE OF PLAYERS**

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

## **17 MATCH INFORMATION**

- 17.1. Each Club shall name a team in the Match Day Line-up with a maximum number of 18 Players for each match and up to six (6) staff. Youth teams (U13 to U17) covered by these regulations will not be required to name a Match Day Line-up, however Clubs are encouraged to do so. U19 teams will be required to complete line-ups.
- 17.2. Any player who participates in the match and has not been named in the Match Day Line-up is ineligible. The only exception to this is if both teams have agreed prior to commencement of the match that a player/players arriving late may be included. The player/players may be added to the team list & catalogue following the match. The player must hold a current, confirmed registration for their nominated club and be included in the team catalogue.

- 17.3 Each Club is responsible for ensuring that the Match Day Line-up is completed properly before the scheduled kick off, and that only the selected Players start the match (subject to clause 16.2 above).
- (a) The starting eleven may be adjusted in case of an injury during the warm-up, prior to kick off at the discretion of the referee and following agreement between both teams.
  - (b) Where Playing Shirts are numbered, the numbers on the shirts must correspond to the numbers in the Match Day Line -up. For any avoidance of doubt this does not apply where playing shirts are not numbered.

## 18 COMPETITION FORMAT

- 18.1 The Competition shall normally be played on a double-round robin basis, with each team facing all others once at home and once away.
- 18.2 Three (3) points are awarded for a win, one (1) point for a draw, Nil (0) points for a loss.
- 18.3 No extra time shall be played during the Competition in the case of a drawn match between teams.
- 18.4 The results of Competition matches will be recorded in a competition table. The ranking of each Club shall be determined as follows:
- (a) Greatest number of points obtained in all matches.
  - (b) Goal difference in the current Season.
  - (c) Greatest number of goals scored in all league matches.
- In the case of a tie, the deciding factor for a completed season will be (in order):
- (a) The goal difference from the match played between the tied teams
  - (b) The team with the superior disciplinary record.
- 18.5 If for any reason the competition cannot be completed within the required timeframe the Competitions Manager may close the Competition and declare the final placings at their sole discretion pursuant to the following factors:
- (a) If less than 50% matches played by any team in the league there are no league positions and the league is void.
  - (a) If 50% or more matches played by all teams in the league then the league positions are based on average points (average points is determined by total points divided by the number of games played).
  - (b) If teams are equal after average points then positions are determined using the process as set out in 17.4.

### Promotion and relegation – Senior Competitions

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

## 19 TROPHIES & MEDALS

- 19.1. The Federation shall present a trophy (Knockout Cups only) and medals to each of the Clubs that places first (1st) within each Competition. This may include joint winners in Youth Competitions.

- 19.2. It is the responsibility of the Federation to ensure that all trophies are engraved correctly. The cost of engraving shall be borne by the Federation.
- 19.3. It is the responsibility of the trophy winner to ensure the trophy is kept in safe custody and is returned to the Federation when requested, being no later than 30 June of each year. Failure to return the trophy shall result in the winner's Club being invoiced for the cost or replacing the lost trophy, including engraving.

## **20 NON-COMPLIANCE**

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

## **21 INTELLECTUAL PROPERTY**

- 21.1 For the purposes of this clause, "Intellectual Property " shall mean the intellectual property of NZF or the Federation including but not limited to all copyright, trademarks, design rights and all rights whether created before or after the date of this regulation and whether registered or unregistered, the name and logo of the Federation, all broadcasting, media and production and reproduction rights of any games in the Federation in any form whatsoever, all operational information including all promotional and advertising material in relation to the Federation and all internet and website based information, including competitions.
- 21.2 A Club shall ensure that the ownership by NZF or the Federation of the Intellectual Property is protected at all times and that any breach of it or unauthorised or unlicensed use of it is reported to NZF or the Federation promptly.
- 21.3 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.

## **22 CODE OF CONDUCT**

- 22.1 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 which results in such disrepute. Any person who breaches this clause will be liable to a fine at the sole discretion of NZF or the Federation, as appropriate.

### **No-Alcohol Policy**

- 22.2 Consumption of alcohol is not permitted at any team's match. If alcohol is present at a team's match or within the environs of the game, it is the duty of a Club official to ensure the consumption stops immediately. The Match Referee may stop the game until the offenders cease consumption of alcohol. If the offenders do not cease consuming alcohol the Referee may abandon the match. Any alcohol-related incident must be reported by the Match Referee in writing to the Competitions Manager. The matter will be addressed with the offending team's Club for further investigation and action and may result in the offending team's Club being fined a minimum of \$500 by the Federation. Repeat offenders may face expulsion from their Competition.

### **Sponsorship**



- 22.3 Club match programmes, where produced, must include the Federation logo and/or the Competition Sponsor logo at no cost to the Federation or the Sponsor.
- 22.4 All Clubs are responsible for the safekeeping and storage of any supplied signage or other publicity material (unless it is specified by the Sponsor that storage shall be at one of their agencies.) The display of these items at each home fixture shall be the responsibility of the Club.
- 22.5 Non-compliance with sponsorship provisions of these Regulations may result in a fine of up to \$500.

## **23 MISCELLANEOUS**

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

## **24 REFERENCES**

- 24.1 IFAB Laws of the Game,
- 24.2 FIFA Disciplinary Code,
- 24.3 NZF Regulations on the Status and Transfer of Players,
- 24.4 NZF Disciplinary Code:

## **25 APPENDIX ONE - SCHEDULE OF FINES**

***NB: Teams participating in Youth Competitions shall be subject to 50% of the rates stated in this Schedule. Youth players are not normally subject to fines for misconduct. Youth Players playing in Senior Competitions shall be subject to fines for misconduct.***

### **25.1 ADMINISTRATION**

Non-receipt, late or incomplete entry of match day results entry shall be subject to the following sanctions:

- (a) Fine of \$40.00 (No GST) per breach, per week
- (b) Results not entered by the appointed Referee will be exempt from any sanctions.

### **25.2 DEFAULTS**

- (a) Defaults advised prior to 12 noon on the Friday preceding the weekend fixture or 12 noon on the day preceding a weekday fixture as defined in these Regulations shall NOT be fined.
- (b) Defaults advised after 12 noon on the Friday preceding the weekend fixture or 12 noon on the day preceding a weekday fixture as defined in these Regulations shall be fined \$100.00 (No GST).
- (c) Defaults not advised or advised on the scheduled day of the fixture shall be fined \$200.00 (No GST).

### **25.3. PLAYING INELIGIBLE PLAYERS**

- (a) As per the NZF Regulations on the Status and Transfer of Players there will be a loss of match points. A fine of \$100.00 (no GST) per player will also apply for each offence.
- (b) Where a team has fielded an ineligible player in subsequent fixtures a fine of \$200 (No GST) may be applied per instance.
- (c) Where a team has fielded five (5) or more ineligible players in one match they may be subject to a further fine of \$500.00 (No GST) per instance.

### **25.4. UNAUTHORISED PLAYING STRIP**

- (a) Failure to provide an alternative strip \$100 each time (No GST).

### **25.5. MISCONDUCT**

- (a) Caution (Yellow Card) - Where a Player is cautioned (yellow card) in terms of the Laws of the Game, the Player or the Player's Club shall be liable to a fine of \$25 in respect of each single caution received.
- (b) Dismissal (Red Card) - Where a Player has been dismissed or has received a second caution the Player or the Player's Club shall be fined \$75.
- (c) A discretionary fine may be imposed of \$250 where the referee sanctions at least five members of the same team during a match (caution or expulsion).
- (d) Discrimination - Anyone who is found to have offended the dignity of a person or group of persons through contemptuous, discriminatory/denigratory words or actions concerning race, colour, language, gender, sexual orientation, religion or origin a fine of at least \$200 shall be imposed; if the person responsible is an Official, the fine shall be at least \$500.

## 25.6. APPEALS

Appeal Fees as per the New Zealand Football Disciplinary Code, Section 88.

- (a) For Appeals to the Regional Association Disciplinary Committee \$125.00 plus GST
- (b) For Appeals to the Disciplinary Committee (NZF fee) \$250.00 plus GST
- (c) For Appeals to the Appeals Committee (NZF fee) \$500.00 plus GST

## 26 APPENDIX TWO - KNOCKOUT CUPS

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

### 26.1 TEAM ENTRY

- (a) Clubs shall enter their team(s) directly into the relevant knockout competition no later than a date as advised by the Federation. There is no charge to clubs for entry into the NRF Knockout competitions.

### 26.2 PLAYER ELIGIBILITY

- (a) Players must play for their regular league team during the NRF Senior Knockout Cup Competitions and must have played a minimum of two (2) league games for that team in the current season, unless that player, registered to the club in the previous season, is making their first appearance for that club in the current season.
- (b) No player may play for more than one team in any NRF Senior Knockout Cup Competition in any one season. No Player who has appeared for a higher ranked team within their club may play down more than one team in the NRF Stafford Choat Competition.

### 26.3 COMPETITION ELIGIBILITY

- (a) All NRF Northland Senior teams will be entered into the NRF Stafford Choat Knockout Competition **UNLESS** their club has specifically requested they be excluded.

### 26.4 DURATION OF MATCHES

- (a) All matches in Senior Knockout Competitions will be 2 x 45-minute halves plus halftime of a maximum of 15 minutes.
- (b) No extra time shall be played in all matches up to and including Semi-Finals. If the scores are tied at the end of normal time, the result shall be determined by the taking of penalties in accordance with IFAB Laws of the Game.

Extra time of 15 minutes each way will be played in the Final of the following Senior Knockout Competitions.

- NRF Men's Knockout Cup
- NRF Women's Knockout Cup
- NRF Northland Women's Knockout Cup
- NRF Stafford Choat Knockout Cup

Extra time WILL NOT be played in the Final of the following Senior Knockout Competitions:

- NRF Masters Knockout Cup
- NRF Veterans Knockout Cup
- NRF Legends Knockout Cup
- NRF Stafford Choat Knockout Plate & Bowl
- Any NRF Knockout Plate

NRF may add additional knockout competitions at their sole discretion to ensure these competitions finish within the prescribed time frame.

#### **Tom McNab Trophy**

The Tom McNab Trophy shall be played between the highest ranked teams within the NRF Men's Knockout Cup Competition who are registered in the traditional Counties Manukau & Northern regions;

- (a) **Counties Manukau** – Beachlands Maraetai, Clendon United, Drury United, High School Old Boys, Mangere United, Manukau City, Manurewa, Otahuhu United, Papakura City, Papatoetoe AFC, Papatoetoe United, Pukekohe, South Auckland Rangers, Tuakau, Waiuku.
- (b) **Northern** – Bay Olympic, Bucklands Beach, Central United, Eastern Suburbs, Ellerslie, Fencibles United, Lynn-Avon United, Mt Albert Ponsonby, Onehunga Mangere United, Onehunga Sports, Three Kings United, Uni-Mount Bohemian, Western Springs.

No extra time or penalties will apply to the Tom McNab Trophy – if the score is tied after 90 minutes has been played then the trophy shall be declared as shared.

#### **NRF Community Challenge Trophy**

The NRF Community Challenge Trophy shall be played between the winners of the NRF Men's Knockout Cup & the winner of the NRF Stafford Choat Knockout Cup. Extra time & Penalties will apply for this Competition. The timing of this Competition will be determined prior to the commencement of the 2022 season.

**27 APPENDIX THREE – COMPETITION VARIATIONS – U13 to U19 Grade, Senior Championship Div 1 & all Senior Community Competitions**

	Format	Subs Rolling	Match Length	Minimum Field Size	Match Day Line-ups?	Maximum Field Size	Ball	Offside	GK's	Minimum Goal Size	Maximum Goal Size
<b>Northland U13 Grade</b>	9 v 9 (Minimum 6 to start)	4 from 4	2 x 30 = 60 5 min max halftime	60m x 45m	YES	70m x 50m	4	YES	YES	4m x 2m	5m x 2m
<b>U13 Grade Mixed</b>	11 v 11	5 from 5	2 x 30 = 60 5 min max halftime	80m x 45m	YES	90m x 55m	4	YES	YES	6.4m x 2.1m	7.3m x 2.4m
<b>U13 Grade Girls – Retreating Line applies</b>	9 v 9 (Minimum 6 to start)	4 from 4	2 x 30 = 60 5 min max halftime	60m x 45m	YES	70m x 50m	4	YES	YES	4m x 2m	5m x 2m
<b>U14 Grade</b>	11 v 11	5 from 5	2 x 35 = 70 5 min max halftime	80m x 45m	YES	90m x 55m	5	YES	YES	6.4m x 2.1m	7.3m x 2.4m
<b>U15 Grade</b>	11 v 11	5 from 5	2 x 40 = 80 10 min max halftime	90m x 55m	YES	100m x 60m*	5	YES	YES	7.3m x 2.4m	7.3m x 2.4m
<b>U16 Grade (Girls Only)</b>	11 v 11	5 from 5	2 x 40 = 80 10 min max halftime	90m x 55m	YES	100m x 65m*	5	YES	YES	7.3m x 2.4m	7.3m x 2.4m
<b>U17 Grade</b>	11 v 11	5 from 5	2 x 45 = 90 10 min max halftime	90m x 55m	YES	100m x 65m*	5	YES	YES	7.3m x 2.4m	7.3m x 2.4m
<b>U19 Grade</b>	11 v 11	5 from 5	2 x 45 = 90 10 min max halftime	90m x 55m	YES	100m x 65m*	5	YES	YES	7.3m x 2.4m	7.3m x 2.4m
<b>All Senior Community Competitions</b>	11 v 11	5 from 5	2 x 45 = 90 10 min max halftime	90m x 55m	YES	100m x 65m*	5	YES	YES	7.3m x 2.4m	7.3m x 2.4m
<b>NRF Legends Competitions</b>	11 v 11	7 from 7	2 x 45 = 90 10 min max halftime	90m x 55m	YES	100m x 65m*	5	YES	YES	7.3m x 2.4m	7.3m x 2.4m

## 28 YOUTH DISPENSATIONS

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

The maximum number of dispensations per team is limited to three (3), unless further dispensations are granted due to special circumstances as approved by the Federation on an individual club basis.

Generally, dispensations will only be approved for players to play above the correct grade in exceptional circumstances or for practical reasons, for example:

- (a) When there is a genuine need through insufficient numbers to form a team, or
- (b) Higher level players with birthdays close to the cut-off date (e.g. January),

Generally, dispensations will only be approved for players to play below the correct grade in exceptional circumstances or for practical reasons, for example:

- (a) When there is a genuine need through insufficient numbers to form a team, or
- (b) Lower level players with birthdays close to the cut-off date (e.g. December), or
- (c) Players small of stature, or
- (d) Players with disabilities.

Dispensations will not be required for females wishing to play down one age group in mixed competitions.

## 29 NZF YOUTH FRAMEWORK - MATCHDAYS

### PLAYING PLAYERS IN MULTIPLE POSITIONS

The game training model is designed to help players apply their skills in a functional way within the team environment, including increasing the positional understanding of players. It is beneficial for players to play in several different positions between the ages of 13-15 years.

Coaches, however, need to be mindful of how to manage positional rotation in both training and in games. Some simple rules to follow:

Growth and maturation can influence the position a player may end up playing later in their career so avoid creating positional specificity too early.

Try to keep the players in at least a certain area or role for each training or game or a series of trainings or games. For example, on the right side, in the centre, on the left, as an attacker or as a defender (goalkeepers can share a half.) This way the feedback you give is relevant to what they have done and what they will be doing. What value is feedback about attacking play when they will spend the rest of the game in the back line? Use the game to focus on a topic and learn more about it.

When a player has made up their mind that they want to play in a particular position, respect their decision, unless you must share the position. If they want to play exclusively in the back, let them. They can become an expert, enjoy their time there and change later when they are ready.

### EQUAL PLAYING TIME

In the Youth Framework, it has been made clear that there are several different factors that determine how a player develops. It is also made clear that winning should be a by-product of development, not the driving force.

It is important to give every player, regardless of their level of maturation, the same opportunity to develop as their teammates. If a player is not consistently experiencing the football problems that happen during a game e.g., they are sitting on the bench, it is unlikely that they will progress at the same rate as their teammates.

New Zealand Football asks coaches to put the player at the centre. Equal playing time will give every player the best opportunity to progress.

## **SUBSTITUTIONS**

In youth football rolling substitutions are recommended. It is important that coaches understand that substitutions can have an impact on both the flow of the game and on the players involved. Coaches should make substitutions at suitable intervals to allow the game to flow and for players to be able to have appropriate continuous game time.

New Zealand Football recommends that coaches use half time as a main substitution window. In addition to this it is recommended to have a maximum of one substitution windows during the first half and a maximum of two substitution windows in the second half (except in cases of injuries).

## **ASSESSING PERFORMANCE IN MATCHES**

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

Winning is the purpose of football and it is an important part of player development; however, the youth coach must remember that their role is not to get their team to win the Championship, but to develop individual players who will be successful within the Playing Style when they reach the Performance Phase.

On match day, it is important the youth coach avoids emotional behaviour with constant reaction to every incident in the game. Rather than shout instructions, they observe and listen to what the players do and communicate. This will help them gain an accurate indication of the players' progress and the success of their training program.