



## **Waikato Bay of Plenty Football, Regulations 2018**

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## 2018 Senior Playing Regulations

### 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 **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..3 **Federation:** Waikato Bay of Plenty Football.
- 1..4 **Health and Safety Regulations:** The Health and Safety Act 2015 and all other relevant regulations.
- 1..5 **Home Match:** A match played at a Club's nominated match venue.
- 1..6 **Home Team:** The Club playing a match at their nominated match venue.
- 1..7 **Host Club:** The Club responsible for the organisation and management of matches played at their nominated match venue.
- 1..8 **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..9 **Named Squad:** list of players submitted to the Federation using the official list of players form as provided by the Federation, from time to time.
- 1..10 **NZF:** New Zealand Football Incorporated.
- 1..11 **NZFAPA:** New Zealand Football Amateur Player Agreement.
- 1..12 **NZP:** New Zealand Player, being a player who holds New Zealand citizenship.
- 1..13 **Club:** An Affiliated Member club of NZF or of the Federation that enters at least one team in a Competition.
- 1..14 **Player:** any football player registered as such with a Club, and **Players** shall be construed accordingly.
- 1..15 **Player Agreement:** NZFAPA.
- 1..16 **Regulations:** means these Competition regulations.

- 1..17 **Playing:** taking the field of play including as a substitute. Being named on the team card but not having taken the field is not playing.

## **2 COMPETITION**

- 2.1 The Federation administers various competitions each Season (each referred to as the Competition).
- 2.2 The Federation shall have the right to add to or change the Competition name to reflect the name of a sponsor if it so desires.
- 2.3 The Federation shall have full commercial rights to all competitions and Leagues. This means the Federation is entitled to engage, promote, activate any sponsorship initiatives. Clubs and Teams must not conflict with any commercial rights. The Federation has the right to seek removal/coverage of any conflicting sponsors at its sole discretion whether uniforms, signage or team names.
- 2.4 Participation in the Competition is available to Clubs and any other entity that is approved from time to time by the Federation according to the Regulations.
- 2.5 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.
- 2.6 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 may appoint a Competition Manager or similar who shall be responsible for administration of the Competition. All references to the exercise of a power or discretion by the Federation in these Regulations shall include reference to the exercise of a power or discretion by the Competition Manager. The Competition Manager is authorised to determine the imposition and duration of the suspensions and fines pursuant to these Regulations and the NZF Disciplinary Code. The Competition Manager shall also retain the discretion to refer any disciplinary matters to the Federation Disciplinary Committee.

- 3.3 Each Club competing in the Competition shall be primarily responsible for the organisation and control of each of their own Home Matches in a manner consistent with the objectives of the Competition, in accordance with any instructions as may from time to time be issued by the Federations.

#### **4 ENTRIES FOR THE COMPETITION**

- 4.1 The Federation shall determine the number of teams that may compete in the Competition. The decision of the Federation as to the composition of the Competition shall be final and binding. The Federation retains the ability to increase or decrease the number of teams at its sole discretion.
- 4.2 Entry to, and continued participation in, the Competition shall be determined by the Federation having regard to:
- The Clubs satisfying criteria established from time to time by the Federation on a continuing basis.
  - The criteria established by the Federation shall include, but not be limited to stadium facilities, financial performance and shall otherwise be at the discretion of the Federation.
- 4.3 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 at its sole discretion choose not to fill the vacancy.
- 4.4 In the event of any Club not paying the entrance/participation fee in the quantum, manner and/or timeframe (time being of the essence) as directed by the Federation, 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:
- A fine of \$500 and a loss of two (2) competition points for each breach, and no ability to earn points in the league from wins or draws whilst the Club is in breach of payment terms.
  - A suspension from participation in the Competition or any further iteration of the Competition.

#### **5 DISCIPLINARY MATTERS**

- 5.1 Disciplinary incidents will be dealt with in accordance with the NZF Disciplinary Code and the FIFA Disciplinary Code. To the extent that there is any conflict between the NZF Disciplinary Code and these Regulations, then these Regulations shall apply.

5.2 The Clubs, their Players and Officials, agree to comply with the 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.

5.3 In addition, the Players agree to:

- Respect the spirit of fair play and non-violence;
- Behave accordingly;
- Refrain from doping as defined in the FIFA Anti-Doping Regulations.

## **6 Referee's Reports**

6.1 Reference to Referee's Report for the purposes of the NZF Disciplinary Code and these Regulations shall include reference to the Match Information Sheet and/or team card.

## **7 Offence Codes**

7.1 Citation by the Referee of the relevant offence code shall be deemed to also be citation of the nature of the offence and the Laws of the Game for the purposes of the NZF Disciplinary Code and these Regulations.

## **8 DRUG TESTING**

8.1 The Competition shall be subject to drug testing by Drug Free Sport NZ. For the sake of clarity, this shall comprise in-competition and out of competition testing for all Players.

8.2 Drug Testing is specifically covered by the NZF Anti-Doping Regulations. It is the responsibility of each Club and Player to ensure they are conversant with the appropriate regulations.

8.3 Any Club breaching this regulation shall be liable for a fine of up to \$500 and, at its own costs, an education seminar arranged within agreed timeframes between the Club and NZF.

## **9 DISPUTES AND PROTESTS**

9.1 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.

## **10 EQUIPMENT**

### **Playing Strips**

- 10.1 Each Club shall inform the Federation of playing strips with two different and contrasting colours (one predominantly dark and one predominantly light) for its First Choice and Alternate strips (shirt, shorts, socks). In addition, each Club 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.
- 10.2 Each Club 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 Federation to ensure that there will be no clash of colours and to determine which Club is to change, if necessary.
- 10.3 Where the strips of the two Clubs are alike or similar, the Away Team shall wear their Alternate strip as long as that does not contain any of the basic colours of the Home Team and is approved by the Referee. Subject to Referee approval, it may only be necessary for Clubs to change their shirts.
- 10.4 It is the responsibility of the Home Team to notify the Federation and the Away Team of any changes to their playing strip no later than 48 hours prior to the day of the match.
- 10.5 It will be the responsibility of the Away Team to carry their Alternate strip with them at all times to ensure that on match day the Away Team has sufficient flexibility to change its strip as necessary to avoid any clash of colours with the Home Team.
- 10.6 If, in the opinion of the Federation, a clash of colours will occur to the detriment of the match, the Federation may direct either or both Clubs to change or vary their strip.
- 10.7 A Club breaching this regulation shall be liable for a fine of up to \$250.00 for each breach.

### **Numbers**

- 10.8 Where required in the competition and detailed in the attached appendix for the competition each Player shall wear the number assigned to them in the Competition Named Squad submitted to the Federation. The number must be displayed on the back of their playing shirt and on the front of the shorts. The same number may, at the Clubs discretion, be displayed on the front of the shirt. The number 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. This distinction may be achieved by displaying the numbers on a single-coloured patch. The number may be surrounded by a border or shadow outline.

### **Official Match Balls**

- 10.9 Certain competitions may have official match balls assigned to them, where the Federation provides official match balls. It is each Club's responsibility to ensure such balls are presented in good, clean condition.
- 10.10 Clubs should ensure that only the footballs referred to as official match balls are used in all promotional, news or team photographs, and television interviews.

## **11 BALL PERSONS**

- 11.1 Where required in the competition and detailed in the attached appendix for the competition
- There shall be a minimum of six (6) ball persons on duty for each match.
  - Ball persons shall be not less than 12 years of age.
  - Ball persons shall be suitably attired in a clearly identifiable uniform that does not clash with the colours worn by either of the Participating Teams or the Officials. T-shirts, bibs, tracksuits, wet weather jackets, etc. are permitted.
  - Balls shall be placed on the ground next to the ball person or held still in their hands. Ball persons are not permitted to play with the balls with their hands or feet.

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

- 12.1 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.
- 12.2 The Host Club shall be responsible for booking match venues for their Home Matches as per the fixture list provided and these match venues must be notified to the Federation no later than 14 days after the publication of the fixture list.
- 12.3 Prior to the commencement of each season, each Club shall nominate its match venue(s) to allow inspection and approval by the Federation.
- 12.4 If any Club wishes to change any match date or kick-off time, they must advise both the opposing Club and the Federation in writing at least three (3) working days prior to the scheduled game, 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 when giving its decision. Any additional cost incurred in changing a previously agreed match date or kick-off time shall be borne by the Club making the request.

- 12.5 In the event of a Club wishing to play at a match venue other than its nominated match venue, it must give the Federation three weeks' 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.
- 12.6 The competition Manager reserves the right to determine the match venue, date and kick-off time for all matches.

### **13 Floodlight Matches**

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

### **14 Security**

- 14.1 The Host Club shall be responsible for taking all practicable measures to ensure:
- That all facilities and equipment comply with the Health and Safety Regulations. Certificates of compliance as required must be current;
  - That a dedicated security and safety officer is operating for all Home Matches. This person is to be clearly identifiable and in contact with the Host Club at all times;
  - The orderly behaviour of the crowd and safety of the match officials, players and officials of the teams and all spectators; and
  - The availability of Host Club's Officials and where appropriate, security or police personnel.
- 14.2 All Clubs will be held responsible for the behaviour of their spectators, whether playing at home or away or at a neutral ground. A Club must forthwith give notice in writing to the Federation of any unruly behaviour of their spectators.
- 14.3 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.

## **15 FIELD OF PLAY**

- 15.1 All Host Clubs are to ensure that their grounds comply with the FIFA Laws of the Game, Law 1 – The Field of Play.
- 15.2 Matches may be played on natural or artificial surfaces. Where artificial surfaces are used, the surface must meet the requirements of the FIFA Quality Concept for Football Turf.
- 15.3 In compliance with the provisions of the FIFA Laws of the Game, the Technical Area shall be marked out in front of the seated area for substitutes and technical staff.
- 15.4 The Technical Area shall be of sufficient size to include the maximum number of 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.
- 15.5 All Host Clubs are required to have the field of play of their Home grounds maintained in a satisfactory condition.
- 15.6 In the event of inclement weather, the Host Club shall be obliged to ensure all reasonable steps are taken to ensure that scheduled fixtures proceed.
- 15.7 In the event of inclement weather, the Host Club shall be obliged to re-mark all or portions of the ground, at the request of the Referee.
- 15.8 No unauthorised ground markings shall appear on any match venue.

## **16 REFEREES, ASSISTANT REFEREES AND FOURTH OFFICIALS**

- 16.1 The Federation Referee Development Officer or other such appointed person/s, shall make appointments for all Competition fixtures.
- 16.2 Where required each Referee shall upon the conclusion of each match, forward to the Federation a Referees Report on the prescribed form. These should arrive to the Federation office no later than 3 working days after the game has been played. Should a match official fail to furnish any required report within the prescribed time limit then the following will apply:
  - On the first occasion the official shall forfeit the match fee to the Federation, and be given a warning by the Federation.
  - On the second occasion the official shall forfeit the match fee and be suspended from refereeing any Competition matches for two playing days.
  - On the third occasion the official shall forfeit the match fee, and be suspended from the Competition referees panel for the balance of the season, for such period as shall be determined by the chairperson of the Referees Committee, in conjunction with the Federation.

- 16.3 Each Referee shall, within 60 minutes of the final whistle, check the accuracy of the Match Information Sheets or Team Card of both Clubs and sign them as a true and accurate record of the match.
- 16.4 Each Referee shall attend the ground at least one hour before the scheduled kick-off time and shall wait one half-hour after the scheduled kick-off time, before abandoning the game for any reason.
- 16.5 The Referee's decision shall be final as to the condition of the ground for play.

## **17 LAWS OF THE GAME**

- 17.1 All matches shall be played in accordance with the FIFA Laws of the Game.
- 17.2 The minimum number of Players a Club's team must have to play in 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 referee shall abandon the relevant match, subject to the provisions of the FIFA Laws of the Game.

## **18 SUBSTITUTION RULES**

### **Substitution Procedures**

- 18.1 The procedure for substitutions shall be in accordance with the FIFA Laws of the Game.
- 18.2 Clubs wishing to make a substitution shall complete the Federation Substitution Slip, and pass to the Fourth Official. The shirt number of the Player to be replaced shall be written in the OFF boxed area, and the shirt number of the Player listed as a substitute in the ON boxed area.
- 18.3 Substitutes may warm-up during the game subject to the dimensions of the ground but may not use a ball. A goalkeeper is permitted to use a ball to warm-up. Substitutes when warming up may be accompanied by one official from the Technical Area.

## **19 TECHNICAL AREA**

- 18.4 Each Host Club shall provide adequate seating for each person authorised to be in the Technical Area at each game it is host of during a Competition season.
- 18.5 The occupants of the Technical Area shall be identified to the Fourth Official prior to the commencement of the match.
- 18.6 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.

- 18.7 The coach and other officials must remain within the confines of the Technical Area except in special circumstances, for example, a physiotherapist or doctor entering the field of play with the referee's permission to treat an injured Player.
- 18.8 The coach and other occupants of the Technical Area must conduct themselves at all times, with particular regards to foul and abusive language, in a responsible manner.
- 18.9 The Match Officials shall police the Technical Area and forthwith give notice in writing to the Federation Competition Manager of any breach.

## **20 PLAYING OF FIXTURES**

- 20.1 Clubs must take all reasonable steps to arrive at a match on time.
- 20.2 In the event of a match being postponed at late notice due to aborted travel arrangements or adverse weather, it shall be the responsibility of the two Clubs concerned to immediately confer with a view to playing the match at the earliest possible time, unless otherwise authorised by the Federation.
- 20.3 In the event of a match being postponed due to the scheduling of any official NZF or Federation fixture the two Clubs concerned agree to play the match at the earliest possible time as determined by the Federation.
- 20.4 In the event of a change of match venue being necessary because of unforeseen weather or field of play conditions, the Host Club shall take all reasonable steps to give adequate notice to the Federation and the Away Team as to the new match venue. In the event of any dispute arising as to the suitability of the match venue, the Federation shall make the final decision, which will be binding, on all parties.
- 20.5 Any team not ready to commence its match within ten (10) minutes of the published start time shall forfeit the match. A forfeited match shall be deemed to be a Defaulted match for the benefit of these Regulations pursuant to clause 16.12.
- 20.6 If for any reason a match cannot be completed due to any circumstances than the result of the match shall be decided by the Competition Manager at their complete discretion.
- 20.7 If for any reason a League cannot be concluded within the required time-frame the Competition Manager may close the League and declare final placings at its sole discretion pursuant to the following factors:
- The standing at the end of the first completed round; or
  - Standings at the close of the Competition; or
  - Play-off between two or more teams to ascertain placings.

- 20.8 During the League Competitions, points shall be allocated on the basis of three (3) points for a win, one (1) point for a draw and zero (0) for a loss.
- 20.9 Where two or more teams are tied at the top of the League ladder at the end of any Federation senior competition or Federation youth league competition then goal difference will be used to separate the teams. If the teams are also tied on goal difference then final placings will be decided pursuant to the following factors:
- Most goals scored for; then
  - Least goals scored against; then
  - Results against each other;
  - Flip of a coin
- 20.10 Where two or more teams are tied at the bottom of the League ladder at the end of any Federation senior competition or Federation youth league competition and the bottom team is to be relegated then goal difference will be used to separate the teams. If the teams are also tied on goal difference then final placings will be decided pursuant to the following factors:
- Least goals scored for; then
  - Most goals scored against; then
  - Results against each other;
  - Flip of a coin

## **21 Defaults**

- 21.1 Defaults must be notified to Waikato Bay of Plenty Football Federation no later than 12.00 noon on the day prior to the game. Clubs will be fined in accordance with the schedule of service costs and the defaulting team may be charged in full for the appointed Referee where Waikato Bay of Plenty Football Federation has not been notified in this time.
- 21.2 A defaulted match, whether or not notification was given pursuant to clause 16:11 shall be recorded as a three (3) – Zero (0) win to the non-defaulting team
- 21.3 Any team defaulting two games consecutively or three in a season may be expelled from the competition.

21.4 Defaulting teams must also advise their opposition and the Referees Association. Defaults in the Federation League carry a fine; at the discretion of the Chief Executive any such fine may be waived.

21.5 Away teams that default will have the return leg played at their opposition's home ground; this will carry through to subsequent years

## 22 **Suspended or abandoned matches**

22.1 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 that will allow the match to recommence.

22.2 Where weather conditions preceding a fixture raise doubts as to whether play shall take place, the Referee or Referee's nominee and the Host Club shall meet at the ground to consider whether the ground is fit for play. This meeting and discussion shall be held in sufficient time to enable the Away Team travelling on the day of the match to be notified of any abandonment prior to their departure for the match. If the Referee or Referee's nominee decides that play can take place, then the referee shall further decide whether or not any other scheduled activities prior to the match are to be cancelled.

22.3 Before any decision is made as to whether the match should be abandoned, the Host Club shall discuss the situation with the Federation Competition Manager.

22.4 If there is doubt as to whether or not a fixture is to be played because of uncertainty about weather conditions, the Referee or Referee's nominee shall immediately notify the Federation Competition Manager following the field of play inspection and the Host Club shall advise the Away Team.

22.5 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, provided that the Referee or Referee's nominee shall have sole discretion as to whether or not it shall be played.

22.6 If for any reason the Referee cannot make or does not attend the match venue, and if there is doubt about whether the field of play is fit to play, then the Host Club in conjunction with the Referee's nominee shall be responsible for advising the Federation Competition Manager on the condition of the field of play as well as notifying the Away Team.

22.7 If for any reason a match is abandoned, that match shall be replayed at the direction of the Federation, who shall first discuss the matter with the two affected Clubs.

## **23 FINANCIAL PROVISIONS**

- 23.1 The Federation has no financial provisions for teams in the Competition. All travel, food, accommodation, referee fees and fines shall be the responsibility of the Club.

## **24 ELIGIBILITY OF PLAYERS**

- 24.1 A Player is eligible to play in the Competition provided that:
- 24.2 The Player is duly registered with a Club in accordance with the FIFA Regulations on the Status and Transfer of Players and NZF Regulations on the Status and Transfer of Players;
- The Player is duly registered within the team in The National Registration Database System
  - The Player complies with any further eligibility requirements in accordance with the relevant Appendix.
- 24.3 Each Club shall be responsible for fielding only eligible players. Any Club found guilty of fielding an ineligible Player for whatever reason shall be subject to the penalties as determined in NZF Disciplinary Code.

## **25 REGISTRATION OF PLAYERS**

- 25.1 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.

## **26 START LIST AND SUBSTITUTE'S BENCHES**

- 26.1 Each Club shall play its full-strength team in all fixtures, unless some satisfactory reason is given to the Federation. Failure to do so will constitute a breach of the Regulations.
- 26.2 Each Club shall name a Start List on the Match Information Sheet or Team card with a maximum number of Players as per the competition appendix attached for each match.
- 26.3 Maximum number of substitutes and rules around use for each competition will be found in the Competition appendix attached. Substitutes not so named may not take part in the match.
- 26.4 Each Club is responsible for ensuring that the Match Information Sheet or team card as applicable is completed properly, and handed to the referee no later than ten (10) minutes before the scheduled kick off, and that only the selected Players start the match. The numbers on the Player's shirts must correspond to the numbers on the Start List. The starting eleven may be adjusted in case of an injury during the warm-up, up to ten minutes before the kick off.

- 26.5 For all matches, a maximum of 11 people are entitled to sit on the substitute's bench during a fixture, being comprised of no more than 5 substitutes and no more than 6 others. All occupants of the technical area must wear different coloured tops to those worn by the team they are associated with. For every match, Clubs shall submit the names on the start list of all people sitting on the substitute's bench.
- 26.6 The use of any communication equipment and/or systems between and/or amongst the Players and/or technical staff is not permitted.

## **27 MATCH RESULTS**

- 27.1 At the end of the match, each Club shall sign the Match Information Sheets or Team card as applicable and ensure their Match Information Sheet or team card is signed by the Referee. The Home Team shall submit the Match Information Sheets or team cards to the Federation no later than 60 minutes after the conclusion of the match. Entering of results, team list and player information and Statistics is the sole responsibility of the Players club.

## **28 COMPETITION FORMAT**

- 28.1 The Federation shall determine the format of each Competition in accordance with the relevant Appendix.

## **29 TROPHY, AWARDS & MEDALS**

- 29.1 Where applicable the Competition trophy will be presented to the winner of the Competition at the conclusion of the Competition.
- 29.2 Any Competition trophies are 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 30th June the following year.
- 29.3 Where applicable, in addition to the trophy, the Federation may present medals to each of the Teams in the Competition final, plus the Match Officials of the day in accordance with the relevant Appendix.
- 29.4 Where applicable, at the conclusion of the Competition, the Golden Boot will be awarded to the Player who scores the most goals in the Competition. If two or more Players score the same number of goals, the total games played in the Competition will be taken into account, with the Player playing fewer games being awarded the Golden Boot. The Golden Boot trophy will be awarded at the conclusion of the Competition final.

### **30 NON-COMPLIANCE**

- 30.1 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 & to keep the Federation informed of progress, including any possible delays due to circumstances beyond its control.

### **31 INTELLECTUAL PROPERTY**

- 31.1 For the purposes of this clause, "Intellectual Property" shall mean the intellectual property of NZF or the Federation including but not limited to all copyright, trademarks, design rights and all rights whether created before or after the date of this regulation and whether registered or unregistered, the name and logo of the Federation, all broadcasting, media and production and reproduction rights of any games in the Federation in any form whatsoever, all operational information including all promotional and advertising material in relation to the Federation and all internet and website based information, including competitions.
- 31.2 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.
- 31.3 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.

### **32 CODE OF CONDUCT**

- 32.1 No person is entitled to bring NZF, the Federation, the game or any related issue into disrepute. Coaches and Players are not entitled to communicate negative comments to the media, aimed at any official, which results in such disrepute. Any person who breaches this clause will be liable to a fine of \$500 per breach, at the sole discretion of NZF or the Federation, as appropriate.

### **33 MISCELLANEOUS**

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

### **34 REFERENCES**

- 34.1 FIFA Laws of the Game:  
[http://resources.fifa.com/mm/document/footballdevelopment/refereeing/02/79/92/44/laws.of.the.game.2016.2017\\_neutral.pdf](http://resources.fifa.com/mm/document/footballdevelopment/refereeing/02/79/92/44/laws.of.the.game.2016.2017_neutral.pdf)

- 34.2 FIFA Disciplinary Code:  
<http://resources.fifa.com/mm/document/affederation/administration/50/02/75/discoinhalte.pdf>
- 34.3 FIFA Regulations on the Status and Transfer of Players:  
[http://resources.fifa.com/mm/document/affederation/administration/02/70/95/52/regulationsonthestatusandtransferofplayersjune2016\\_e\\_neutral.pdf](http://resources.fifa.com/mm/document/affederation/administration/02/70/95/52/regulationsonthestatusandtransferofplayersjune2016_e_neutral.pdf)

## **APPENDIX ONE**

### **Waikato Bay of Plenty Football Senior Competitions**

#### **1. ENTRIES FOR THE COMPETITION**

- 1.1. Each Club desiring to compete in Federation Senior Competitions shall, on or before a date advised by the Competition Manager, confirm in writing their acceptance of an invitation to compete in such competition in the division(s) advised
- 1.2. The final composition of such divisions shall be at the discretion of the Competition Manager.
- 1.3. The Competition Manager shall have the power to accept further entries during the season if, in her/his opinion, it is expedient to do so.
- 1.4. The Competition Manager shall have the power to increase or reduce the number of divisions and to form or discontinue sections in any division as and when the need arises.
- 1.5. All Clubs are required to notify the Competition Manager of all changes of Club Personnel, Telephone numbers, Club Colours within seven (7) calendar days of any such changes.
- 1.6. Promotion / Relegation divisions. The number of promotion / relegation divisions to be determined by the Competition Manager, Waikato Bay of Plenty Football Federation, dependent on the number of entries received and subject to any re-organisation of the Waikato Bay of Plenty Football Federation League and/or the Local Club leagues.

## 2. Competition Structure (Premiership and Championship)

- 2.1. The Federation League (Premiership and Championship) will consist of a minimum of 10 teams and maximum of 12 teams each year. This will be reviewed by Waikato Bay of Plenty Football Federation at the end of the season where a decision to increase or decrease the size of the League will be made.
- 2.2. Only one team from a club is permitted in each division of the Federation League, however if the Competition Manager receives an application from a club already represented in the league and believes it to be in the best interest of the competition to include the team, it will be considered.
- 2.3. The club must have fulfilled all financial commitments to Waikato Bay of Plenty Football Federation before entering the Federation League.
- 2.4. Any Club that has played the previous season (2017) in the Northern League Competition but is relegated will have an automatic entry into the Federation League for the following year.
- 2.5. Any Club that has played the previous season (2017) in the Northern League Competition and chooses not to play in the Northern League competition in the 2018 season must notify the Competition Manager via email by 20th October 2017 in order to qualify for automatic entry into the Federation Premiership league. Notification after 20 October but before 1<sup>st</sup> December will allow entry into Federation Championship after that date any entry into Federation league will depend on availability.
- 2.6. Promotion to the Federation Premiership will come from the winner and runner up of Federation Championship. Should the winner or runner up not be eligible or wish to take part the next placed team/s may be offered the opportunity or the relegated team stay up.
- 2.7. Relegation from the Federation Premiership and Championship will come from the two teams finishing last.
- 2.8. Promotion to Federation Championship will come from the winner of Men's Bay One and Men's Waikato A.
- 2.9. Should the winner or runner up not be eligible or wish to take part the second-place team/s may be offered the opportunity or the relegated teams will stay in the Federation Championship
- 2.10. The team that wins the Federation League will have a possible playoff with other teams from Auckland Football or Northern Football for possible promotion to the Northern Regional League pursuant to the Northern League regulations for the applicable season.
- 2.11. This decision will be made at the sole discretion of the Competition Manager based on what he/she believes is best for the Competition.

### **3. Competition Structure (other senior leagues)**

- 3.1. Divisions in the Senior leagues will consist where possible of a maximum of 10 Teams. The Competition Manager shall have the power to increase or reduce the number of divisions and to form or discontinue sections in any division as and when the need arises.
- 3.2. In all Waikato Bay of Plenty Football Federation Leagues and Local Leagues, the following will determine promotion/relegation:
  - 3.2.1. any Club with a Northern League team/s will be entitled to enter a team in the Federation League (Premiership and Championship) where eligible through the promotion/relegation procedure from the Northern League.
  - 3.2.2. multiple teams from the same club will be permitted from the first local division and lower.
  - 3.2.3. promotion/relegation for the winning and losing teams in the Waikato and Bay of Plenty Local leagues will be compulsory unless an eligible team makes an application and it is approved to stay in the lower league. Applications must be made in writing to the Competition Manager.

### **4. PLAYER ELIGIBILITY**

- 4.1. All players must be registered and marked active in the current season with the participating Club and Waikato Bay of Plenty Football Federation. It is the club's responsibility to ensure the player is correctly registered with his/her team within the National Registration System and with Waikato Bay of Plenty Football Federation in the current season, prior to taking the field in any match.
- 4.2. Where players are taking part in age-determined grades, it is the club's responsibility to sight a copy of proof of age of players. Birth Certificates, Passport or other internationally recognised legal documents will constitute proof. The club is required to produce proof of age if requested by Waikato Bay of Plenty Football Federation.
- 4.3. A club may play a maximum of three players in any senior competition match who have played in a higher division or teams in their previous game. Once a competition is completed no more than three players will be eligible to play in a lower division. This rule will be negated between seasons.
- 4.4. Youth players (17th grade or below) who have been moved up to play in a senior team are free to return to their team in a youth grade provided they have played for that team within the proceeding two weeks, unless the youth games in that time have been cancelled or postponed. The Youth game can have taken place in the same weekend.
- 4.5. Any team playing an unregistered or ineligible player will be penalised in accordance with the schedule of service costs for the relative season. The offending team will forfeit all points gained. Goals scored by that team will be

forfeited and goals against will stand. The opposing team will be awarded the points for the match. Goals scored by that team will stand and goals against will be cancelled.

- 4.6. Where a club has two (2) or more teams playing in the same division, no player is eligible to move between those teams without prior approval from Waikato Bay of Plenty Football Federation. Applications for movement must be made in writing to Waikato Bay of Plenty Football Federation at least two (2) working days before the match in which the transferring player wishes to play. Permission will only be granted once per player and that player must remain in the new team for the remainder of the season.
- 4.7. Where divisions have been combined and result in clubs having two teams in one division, the Competition Manager may elect not to enforce this rule, however clubs must still apply to the Competition Manager in writing to allow movement between the teams. The Competition Manager will provide written decisions to all clubs in the division.
- 4.8. Males competing in Senior Men's competitions must be 16 years of age or older. (Must have had their 16th Birthday before participating in a match).
  - Males are not permitted to play in Senior Women's or Girls-only competitions.
  - Females competing in Senior Women's competitions must be 15 years of age or older (must have had their 15th Birthday before participating in a match).
  - Females competing in Senior Men's competitions must be 16 years of age or older (must have had their 16th Birthday before participating in a match).

Please see appendix four for dispensation guidelines

- 4.9. The player's Club must have signed permission, from a parent or the guardian of the player and approval from WaiBOP Federation, prior to the player competing in a senior competition game. Such dispensation must have regard to player welfare and safety and to the development implications for the player.

## 5. START LISTS AND SUBSTITUTES BENCHES

- 5.1. At the conclusion of the game both team managers/coaches must agree the score, countersign team cards and have these signed by the referee. These cards must then be sent to Waikato Bay of Plenty Football Federation within the required time. Penalties for non-compliance are set out in the schedule of service costs.
- 5.2. If teams have seven or more players, the match must start on time. In the event of either team not being ready to begin the game 10 minutes after the scheduled start time the team present and ready to start may claim the match as a default.
- 5.3. Teams must have a maximum of eleven (11) players and a minimum of seven (7) players on the field at any time. Should any team fail to field seven (7) eligible players whether through shortage or sending off, it will forfeit the match. All players, whether at the ground or not, must be listed on the team card prior to the match starting, as per FIFA Law 3.
- 5.4. For Federation Premiership and Championship three (3) substitutes may be used from up to five (5) players named on the team card, but requiring the permission to enter the field of play from the referee, and provided that:
- The player leaves the field completely before the substitute goes on
  - Substitutions are made during a break in play
  - Players always enter and leave from the half-way line.
- 5.5. For Women's Premiership four (4) substitutes may be used from up to five (5) players named on the team card, but requiring the permission to enter the field of play from the referee, and provided that:
- The player leaves the field completely before the substitute goes on
  - Substitutions are made during a break in play
  - Players always enter and leave from the half-way line.
- 5.6. For all senior matches including all Women's matches lower than Federation Premiership and Championship Up to four (4) substitutes may be used from players named on the team card, limited to a maximum of ten (10) interchanges of players during the match. Each substitution will require the permission from the referee to enter the field of play, and proceed as follows:
- The player leaves the field completely before the substitute goes on
  - Substitutions are made during a break in play
  - Players always enter and leave from the half-way line.

## **6. Referees and Community Referees (previously CBR)**

6.1. If there is no appointed official, the home team will provide a community referees (CR) to the game. The CR controls the whole fixture. If the home team does not have a CR, and the visiting team does, then the visiting CR will control the fixture. If none of the above is available the home team will provide a referee for the first half and the visiting team will provide one for the second half. In any event, the referee controlling the fixture has the same rights and obligations as an appointed official. Failure to be able to provide an accredited CR for teams in Federation Premiership, Federation Championship, Men's Bay One, Waikato Men's A, B & C and Waikato Women's A & B may result in loss of points at the discretion of the Competition Manager.

### **6.2. CR's**

are expected to wear the Waikato Bay of Plenty Football Federation approved shirt at any match in which they are officiating.

## **7. Equipment**

7.1. Corner flags must be supplied by the home team and in place before the allocated kick-off time. Nets are recommended at all Senior games but are mandatory for all Federation League matches. For Federation League matches the Technical Area is mandatory, as per FIFA Laws. The home team must provide a FIFA approved match ball Size five (5).

7.2. For Federation Premiership and Championship, Waikato A and Bay 1 matches, three (3) such balls must be provided and side-lines must be roped off.

7.3. Failing to meet requirements of the above will incur a fine as detailed in the schedule of service costs under competition criteria.

## **8. Results and Match times**

8.1. The duration of matches will be 45 minutes each way with a maximum 15 minutes for half time.

8.2. Results must only be submitted online by the home team to National Registration database system by 10.00am on the Monday following the weekend of the match or if midweek by 10.00am on the day following the match. Teams in breach of any of the regulations will be subject to fines as set out in the schedule of service costs attached to these regulations.

## **9. Discipline and misconduct**

9.1. At all times, Teams, players, officials and spectators are required to behave in a manner that does not damage the image of the game. Clubs are required to

ensure their representatives abide by the FIFA code of conduct and uphold the Spirit of Fair Play.

- 9.2. Clubs are responsible for the behaviour of their spectators, players and coaching staff.
- 9.3. All senior fines and service costs will apply to the competition, not the age of the player.
- 9.4. All misconducts will be dealt with by Waikato Bay of Plenty Football Federation in accordance with NZ Football Rules and Regulations and Code of Conduct.
- 9.5. If a request by the match referee, referee inspector or Federation Board or Staff, to the bench/manager of the appropriate team, to cease the consumption of alcohol outside licensed areas is not remedied, then the Federation will seek an explanation from the Club. If this explanation is considered unsatisfactory; the club may lose points, be fined or expelled, as per the Federation's schedule of service costs.
- 9.6. Reported verbal, written or electronic abusive comments against or criticism of match officials, made by a club, team official or player after the game while at the grounds or during after match speeches, may incur an automatic fine of \$250 to the offending club. Any further incident during the season involving the same club may result in a monetary fine of \$500 each instance.

## **10. PROTESTS, DISPUTES AND APPEALS**

- 10.1. Any Club playing within Waikato Bay of Plenty Football Federation may bring a dispute or protest to the Waikato Bay of Plenty Football Federation Board through the Chief Executive. The Board of Waikato Bay of Plenty Football Federation must appoint a Disciplinary Committee to determine the matter and provide a written decision and advise that decision to the party or parties concerned. The dispute, protest or appeal must be written on the Club's letterhead and a fee of \$125 + GST will be payable on lodging the appeal.
- 10.2. The protest must be lodged within three (3) working days of the alleged breach. Appeals that overturn the original decision will have the fee refunded. Each Club has the right of appeal against any ruling of the Waikato Bay of Plenty Football Federation Board to NZ Football as per NZ Football Rules and Regulations. A fee of \$250 + GST is payable on lodging the appeal.
- 10.3. Any protest must be made by the Club Secretary or another authorised officer of the Club, within 96 hours of the alleged breach. The protest must be in writing to the Competition Manager. All protests must be specific and in detail, setting out the full circumstances and including all relevant points. The Competition Manager reserves the right to disregard any non-specific or non-detailed protest.

## 11. POSTPONED OR ABANDONED MATCHES

11.1. Any match abandoned must be reported within 12 hours of the intended kick-off time using the email address Karyn.w@waibop.co.nz by both clubs and the match official. After considering the facts, Waikato Bay of Plenty Football Federation may decide that:

11.1.1. The scores at the time of the abandonment will stand where 75% of more of the match time has elapsed, or the match will be rescheduled.

11.2. Matches not played for any reason e.g. Weather, Referee, Chatham Cup etc. will be rescheduled. Waikato Bay of Plenty Football Federation may reschedule and notify the clubs, bearing in mind the necessity for the league to be completed by the set due date. The Clubs can then mutually agree on a different appropriate date.

11.3. Any team with three (3) or more players away on Federation or NZF duty is entitled to request (and have accepted) postponement of their game. Such request is to be received by Waikato Bay of Plenty Football Federation at least 72 hours prior to the scheduled game.

11.4. Any team with six (6) or more players away due to Secondary School playing commitments e.g. Tournament week is entitled to request (and have accepted) postponement of their game. Such request is to be received by Waikato Bay of Plenty Football Federation as early as possible but at least 2 weeks before the scheduled game.

## 12. KNOCKOUT COMPETITION

12.1. All draws will be carried out by Waikato Bay of Plenty Football Federation. Competition structure and the format will be advised to Clubs before the start of the Competition after consultation with Sponsors. It is the responsibility of the participating club to have the rules prior to the competition beginning.

12.2. Squads are limited to eighteen (18) players only over the length of the competition. Players to be 'Cup tied' i.e. can play for one team only

12.3. Any additional specific cup regulations will be advised after consultation with Clubs.

## 13. RESPONSIBILITIES

13.1. Each Club has a wider responsibility to the code and to any Sponsors and to the supporting public. This is achieved by providing and maintaining Football of the best achievable standard, a well presented playing surface and first class facilities.

- 13.2. Where a Club lodges a complaint, or questions the behaviour of a player/official/spectator of the other team Waikato Bay of Plenty Football Federation will seek a response within seven (7) calendar days. If no response, the Club will forfeit points for that match and any subsequent matches, until a response is received.
- 13.3. Each club is to nominate one club personnel per registered team for training as a Community Referee (CR) and notify the Federation before the start of the season. Failure to provide a qualified CR for teams in Federation Premiership, Federation Championship, Men's Bay One, Waikato Men's A, B & C and Waikato Women's A and B may attract a fine of \$200 and/or loss of points at the discretion of the Competition Manager.

## **APPENDIX TWO**

### **Federation Premier Youth Leagues**

#### **1 ENTRIES FOR THE COMPETITION**

- 1.1 This is the appendix to the competition regulations that govern aspects of play and procedure in the Boys Federation Premier Youth league 13, 14 and 16 Leagues and the Federation Premier Youth Girls 14 and 16 Leagues which are football competitions administered by Waikato Bay of Plenty Football Federation involving male and female youth teams.
- 1.2 Teams entering into these competitions must be registered to a senior club however, both schools, or composite area teams that are not registered to a specific Senior Club, may apply in writing to the Competition Manager to enter a team. Written support to enter must be provided from all the Senior Clubs within their region. The Competition Manager will consider the effect of her/his decision on other existing clubs and the integrity of the competition and advise of her/his decision in writing.

#### **2 COMPETITION FORMAT**

- 2.1 All Leagues must be conducted under the current FIFA regulations unless otherwise specified in these regulations.
- 2.2 Number of players per side  
Teams must have a maximum of eleven (11) eligible players on the field at any time and a minimum of seven (7) eligible players. Should any team fail to field seven (7) eligible players, whether through shortage or sending-off, they will forfeit the match.
- 2.3 Matches will have two halves. Each will be 40 minutes and there will be a 10 minute half time break.

#### **3 PLAYER ELIGIBILITY**

- 3.1 All players must be registered and marked active in the current season with the participating Club and Waikato Bay of Plenty Football Federation. It is the club's responsibility to ensure the player is correctly registered with the team within the National Registration database system and with Waikato Bay of Plenty Football Federation in the current season prior to taking the field in any match.
- 3.2 Players are eligible to participate only under a Senior Clubs entry (subject to Point 1).
- 3.3 Where a player is playing football for a club he/she cannot play youth football for a different club.

- 3.4 Players can only register for one team. If there are 2 teams from the same club in the same league, players can only play for the team for which they have registered. Players from a lower division/age group can apply for a dispensation to play up, players from a higher division/age group cannot play down unless a one-time player to a new team and dispensation has been approved in writing, via email by the Federation prior to the player playing in the match.
- 3.5 Any player with a dispensation that plays more than three (3) games in a higher age group will be ineligible to play in his/her original registered team.
- 3.6 Unless dispensation has been sought and granted by the Federation, players will normally play in his/her Youth age-grade competition as determined by the age they turn during the calendar year. (A dispensation request form is available on the Federation website), for example; players born in 2003 are eligible to play federation 15 in 2018
- 3.7 A club, outside of the main centres of Hamilton, Tauranga, Rotorua, Taupo and Whakatane by a distance of 25 kilometres or more, may request a dispensation of up to 2 players who are turning up to 1 year older that season to play in the competition for example; a player turning fifteen years of age so that they can play in the 14 competition.
- 3.8 It is the clubs responsibility to sight a copy of proof of age of players. Birth Certificates, Passport or other internationally recognised legal documents will constitute proof. The club is required to produce proof of age if requested by Waikato Bay of Plenty Football Federation.
- 3.9 Federation Boys U13, U14 and U16 leagues are Boys only Competitions, Federation Girls U14 and U16 league are girls only competition.

#### **4 START LISTS AND SUBSTITUTES BENCHES**

- 4.1 Up to 4 substitutes may be named on the team card, with unlimited interchange of these players at any time in the match provided that:
- The player leaves the field completely before the substitute goes on
  - Substitutions are made during a break in play
  - Players always enter and leave from the half-way line.
- 4.2 Clubs must complete their online database of players prior to the commencement of competition. The Player List must include the full name and date of birth for each player.
- 4.3 A maximum of twenty (20) players may be recorded on the Team Player List at any one time.
- 4.4 Where Clubs want to add a player to a team after the season has started, details must be updated on the online database prior to the start time of the

first competition match that the player is to play for the Club/School. No player movements between age groups after June 30 2018 will be allowed.

- 4.5 Seventy-five per cent (75%) of the team players must reside within 25 kilometres of the Clubs home ground.
- 4.6 In the event of any protest or enquiry into player eligibility, the Team Player List and Team Card will be checked against the database. Teams found to have played an ineligible player will lose all points gained in all fixtures in which the ineligible player appeared, and will incur a fine to the Club of \$150.

## **5 Match Balls**

- 5.1 The home team will provide a size five (5) FIFA-approved match ball for Under 14, 16 Leagues.  
The home team will provide a size four (4) FIFA-approved match ball for Under 13, Leagues.

## **6 Shin guards**

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

## **7 Referees**

- 7.1 Where possible, the Federation will appoint a qualified Referee. Each Club will be invoiced + per match, per official.
- 7.2 If there is no appointed official, the home team will 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 and membership number to the visiting coach/manager and is required to wear the CR shirt. If the home team does not have a CR, and the visiting team does, the visiting CR will control the fixture. If none of the above is available, the home team will provide a referee for the first half and the visiting team will provide one for the second. Alternatively, teams may agree at the start of the game that one referee will officiate the whole game, or at the start of the second half the referee from the first half may continue to referee to the end of the game. Once agreed, the referee will not be changed during a half other than for injury or on the mutual agreement of both team coaches. The referee controlling any part of the fixture has the same rights and obligations as an appointed official.
- 7.3 The prime purpose of refereeing in these grades is to add to the enjoyment of the players through the application of the Laws of the Game, these regulations and common sense.

## **8 Goals, Markings and Set Up**

- 8.1 Matches in all grades covered by the regulations will be played on full-size pitches. The approved goals and marked grounds with corner flags must be supplied by the home team and must be in place before the scheduled kick-off time. Nets are compulsory for all league matches.

## **9 Transfers**

- 9.1 No player will play for any Club except the one to which he/she is registered as a member but he/she may transfer to another club. All applications for transfer must be on the approved form and submitted online in the National Registration database system to the club for which the player last played. Transfers will not be arbitrarily withheld. Transfers are not complete until authorised by Waikato Bay of Plenty Football Federation.
- 9.2 The Club to which an application for transfer is made will either approve or decline online, in the National Registration database system within 7 calendar days of receiving the application. Failure to do so will allow Waikato Bay of Plenty Football Federation, at its discretion to approve the transfer.
- 9.3 Request to Waikato Bay of Plenty Football Federation to approve a transfer not returned in accordance with these rules, must be accompanied by proof of the online transfer.
- 9.4 Fees are payable within 30 calendar days with Waikato Bay of Plenty Football Federation as per the schedule of service costs for the relevant season.
- 9.5 A transfer need not be approved if the player has not fulfilled any obligation he or she has, to the current club, including but not limited to payment of subscription. Where such obligation has been agreed between the player and the club, and where such obligation(s) are not older than the last year in which the player played for the club.
- 9.6 Any player currently serving a term of suspension imposed by Waikato Bay of Plenty Football Federation can be transferred but the approval of transfer must clearly show the player is under suspension and the period of the suspension remaining.
- 9.7 No player will be transferred or registered after June 30 in any year, except with the written authorisation of Waikato Bay of Plenty Football Federation or where otherwise provided for in NZ Football's transfer provisions. (Refer NZ Football Regulation Status and Transfer of players 9.1)

## **10 Coaching**

- 10.1 A minimum Coaching qualification of Youth Level 2 - Technical/Tactical & Youth Level 2 - Coach Approach for Federation Youth Football will be mandatory from 2012 and Clubs are expected to help upskill their Coaches.
- 10.2 Coaches may only coach from the technical area. If a coach takes the field as a referee he/she are not allowed to coach from on the field of play.

## **11 Team Card/Sheets**

- 11.1 A completed Federation team card/sheet is to be filled out correctly by each team in a League fixture, listing the eleven (11) starting players and up to four (4) substitutes.
- 11.2 If there is an appointed referee, completed team sheets must be handed to the referee prior to the commencement of the game. The referee will sign both sheets and hand them back to the respective teams after the game. Each team will sign the sheets and return them to the Federation within 5 working days of the match. Teams failing to send in the team sheet may incur a fine to the Club in accordance with the schedule of fees and costs.
- 11.3 If there is no appointed referee the team sheets are to be exchanged with the opposition at the end of the game, to be signed by both teams and the referee who completed the game, and forwarded to the team's Federation office.
- 11.4 Each team is responsible for its own team card/sheet.

## **12 Results**

- 12.1 All results, including goal scorers, are to be submitted by individual Clubs/Schools via the National Registration database system online results system by 10.00am on the Monday following the weekend of the match or if midweek by 10.00am on the day following the match.
- 12.2 Teams failing to input results in time may incur a fine to the Club in accordance with the schedule of fees and costs.

## **13 Playing Days and Time**

- 13.1 Federation youth leagues will be played on Sunday. Kick-off will vary from 10am to 3pm depending on schedules, however generally 11am or 1pm. Postponed matches may be played on another day by mutual agreement of the two teams concerned and the Competition Manager.

## **14 Misconducts**

- 14.1 Misconduct reports and Incident Reports must be sent to and dealt with by an offending teams' Federation as per New Zealand Football Regulations, except reports of Violent Conduct (including spitting) and Exceptional Misconduct, which will be dealt with by a Judicial Hearing organised by the Federation.
- 14.2 Reported verbal, written or electronic abusive comments against or criticism of match officials, made by a club, team official or player after the game while at the grounds or during after match speeches, may incur an automatic fine of \$250 to the offending club. Any further incident during the season involving the same club may result in a monetary fine of \$500 each instance.

## **15 Protests and Disputes**

- 15.1 Protests and Disputes must be lodged in accordance with Federation Rules and Regulations to the clubs Federation.
- 15.2 Any protest must be made by the Club Secretary or another authorised officer of the Club, within 96 hours of the alleged breach. The protest must be in writing to the Competition Manager. All protests must be specific and in detail, setting out the full circumstances and including all relevant points. The Competition Manager reserves the right to disregard any non-specific or non-detailed protest

## **16 Postponements**

- 16.1 Any team with three (3) or more players away on Federation or NZF programmes will be entitled to request postponement of its game. Such request must be received by Waikato Bay of Plenty Football Federation at least 72 hours prior to the scheduled game.
- 16.2 Any team with five (5) or more players away due to Secondary School playing commitments e.g. Tournament week, will be entitled to request postponement of its game. Such request must be received by Waikato Bay of Plenty Football Federation as early as possible but at least 2 weeks before the scheduled game.

## **17 Other Matters**

- 17.1 These regulations must be read in conjunction with the appropriate NZ Football Rules and Regulations, Federation Rules and Youth playing regulations, Federation and NZ Football codes of conduct and FIFA Fair Play, which apply to matters not provided for in these regulations.



## APPENDIX THREE

### Federation Premier Junior 12<sup>th</sup> Grade League

#### 1. ENTRIES FOR THE COMPETITION

- 1.1. This is the appendix to the competition regulations that govern aspects of play and procedure in the Boys Federation Premier Junior 12 League which is a football competition administered by Waikato Bay of Plenty Football Federation involving male teams.
- 1.2. Teams entering into this competition must apply and be selected by Waikato Bay of Plenty Football having met the criteria issued preseason.

#### 2. COMPETITION FORMAT

- 2.1. All Leagues must be conducted under the current FIFA regulations unless otherwise specified in these regulations.

Number of players per side

Teams must have a maximum of nine (9) eligible players on the field at any time and a minimum of seven (7) eligible players. Should any team fail to field seven (7) eligible players, whether through shortage or sending-off, they will forfeit the match.

- 2.2. Matches will have two halves. Each will be 30 minutes and there will be a 10 minute half time break.

#### 3. PLAYER ELIGIBILITY

- 3.1. All players must be registered and marked active in the current season with the participating Club and Waikato Bay of Plenty Football Federation. It is the club's responsibility to ensure the player is correctly registered with the team within the National Registration database system and with Waikato Bay of Plenty Football Federation in the current season prior to taking the field in any match.

3.2. Players can only register for one team. If there are 2 teams from the same club in the same league, players can only play for the team for which they have registered. Players from a lower division/age group can apply for a dispensation to play up, players from a higher division/age group cannot play down unless a one-time player to a new team and dispensation has been approved in writing, via email by the Federation prior to the player playing in the match.

- 3.3. Any player that plays more than three (3) games in a higher age group will be ineligible to play in his/her original registered team.

- 3.4. Unless dispensation has been sought and granted by the Federation, players will normally play in his/her Youth age-grade competition as determined by

the age they turn during the calendar year. (A dispensation request form is available on the Federation website)

3.5. U12 Federation League is a boys only competition.

- Players must be turning 12 in 2017.
- No dispensation will be granted for players to play down. Dispensation may be sought for players to play up 1 year. Please see Dispensation Appendix attached

3.6. It is the club's responsibility to sight a copy of proof of age of players. Birth Certificates, Passport or other internationally recognised legal documents will constitute proof. The club is required to produce proof of age if requested by Waikato Bay of Plenty Football Federation.

#### **4. START LISTS AND SUBSTITUTES BENCHES**

4.1. Up to five (5) substitutes may be named on the team card, with unlimited interchange of these players at any time in the match provided that:

- The player leaves the field completely before the substitute goes on
- Substitutions are made during a break in play
- Players always enter and leave from the half-way line.

4.2. Clubs must complete their online database of players prior to the commencement of competition. The Player List must include the full name and date of birth for each player.

4.3. A maximum of fourteen (14) players may be recorded on the Team Player List (squad list) at any one time.

4.4. Where Clubs want to add a player to a team after the season has started, details must be updated on the online database prior to the start time of the first competition match that the player is to play for the Club/School. No player movements between age groups after June 30 2018 will be allowed.

4.5. Seventy-five per cent (75%) of the team players must reside within 25 kilometres of the Clubs home ground.

4.6. In the event of any protest or enquiry into player eligibility, the Team Player List and Team Card will be checked against the database. Teams found to have played an ineligible player will lose all points gained in all fixtures in which the ineligible player appeared, and will incur a fine to the Club of \$150.

#### **5. Match Balls**

5.1. The home team shall provide a size four (4) FIFA-approved match ball.

## **6. Shin guards**

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

## **7. Referees**

7.1. Where possible, the Federation will appoint a qualified Referee. Each Club will be invoiced + per match, per official.

7.2. If there is no appointed official, the home team will 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 and membership number to the visiting coach/manager and is required to wear the CR shirt. If the home team does not have a CR, and the visiting team does, the visiting CR will control the fixture. If none of the above is available, the home team will provide a referee for the first half and the visiting team will provide one for the second. Alternatively, teams may agree at the start of the game that one referee will officiate the whole game, or at the start of the second half the referee from the first half may continue to referee to the end of the game. Once agreed, the referee will not be changed during a half other than for injury or on the mutual agreement of both team coaches. The referee controlling any part of the fixture has the same rights and obligations as an appointed official.

7.3. The prime purpose of refereeing in these grades is to add to the enjoyment of the players through the application of the Laws of the Game, these regulations and common sense.

## **8. Goals, Markings and Set Up**

8.1. Matches in all grades covered by the regulations will be played on full-size 70 x 50 pitches. The approved goals and marked grounds with corner flags must be supplied by the home team and must be in place before the scheduled kick-off time. Nets are compulsory for all league matches.

## **9. Retreating Line**

9.1. The retreating line rule will be used in the competition to encourage teams to play out from the back.

## **10. Transfers**

10.1.No player will play for any Club except the one to which he is registered as a member but he may transfer to another club. All applications for transfer must be on the approved form and submitted online in the National Registration database system to the club for which the player last played. Transfers will not be arbitrarily withheld. Transfers are not complete until authorised by Waikato Bay of Plenty Football Federation.

- 10.2. The Club to which an application for transfer is made will either approve or decline online, in the National Registration database system within 7 calendar days of receiving the application. Failure to do so will allow Waikato Bay of Plenty Football Federation, at its discretion to approve the transfer.
- 10.3. Request to Waikato Bay of Plenty Football Federation to approve a transfer not returned in accordance with these rules, must be accompanied by proof of the online transfer.
- 10.4. Fees are payable within 30 calendar days with Waikato Bay of Plenty Football Federation as per the schedule of service costs for the relevant season.
- 10.5. A transfer need not be approved if the player has not fulfilled any obligation he or she has to the current club, including but not limited to, payment of subscription. Where such obligation has been agreed between the player and the club, and where such obligation(s) are not older than the last year in which the player played for the club.
- 10.6. Any player currently serving a term of suspension imposed by Waikato Bay of Plenty Football Federation can be transferred but the approval of transfer must clearly show the player is under suspension and the period of the suspension remaining.
- 10.7. No player will be transferred or registered after June 30 in any year, except with the written authorisation of Waikato Bay of Plenty Football Federation or where otherwise provided for in NZ Football's transfer provisions. (Refer NZ Football Regulation Status and Transfer of players 9.1)

## **11. Coaching**

- 11.1. A minimum Coaching qualification of Junior Level 2 is required.
- 11.2. Coaches may only coach from the technical area. If a coach takes the field as a referee he/she are not allowed to coach from on the field of play.

## **12. Team Card/Sheets**

- 12.1. A completed Federation team card/sheet is to be filled out correctly by each team in a League fixture, listing the nine (9) starting players and up to five (5) substitutes.
- 12.2. If there is an appointed referee, completed team sheets must be handed to the referee prior to the commencement of the game. The referee will sign both sheets and hand them back to the respective teams after the game. Each team will sign the sheets and return them to the Federation within 5 working days of the match. Teams failing to send in the team sheet may incur a fine to the Club in accordance with the schedule of fees and costs.

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

12.4.Each team is responsible for its own team card/sheet.

### **13. Results**

13.1.All results, including goal scorers, are to be submitted by individual Clubs/Schools via the National Registration database system online results system by 10.00am on the Monday following the weekend of the match or if midweek by 10.00am on the day following the match.

13.2.Teams failing to input results in time may incur a fine to the Club in accordance with the schedule of fees and costs.

### **14. Playing Days and Time**

14.1.Federation under 12 league will be played on Sunday. Kick-off will vary from 10am to 3pm depending on schedules, however generally 10am. Postponed matches may be played on another day by mutual agreement of the two teams concerned and the Competition Manager.

### **15. Misconducts**

15.1.Misconduct reports and Incident Reports must be sent to and dealt with by an offending teams' Federation as per New Zealand Football Regulations, except reports of Violent Conduct (including spitting) and Exceptional Misconduct, which will be dealt with by a Judicial Hearing organised by the Federation.

15.2.No fines will be imposed on players within this league for Yellow or Red cards.

15.3.Reported verbal, written or electronic abusive comments against or criticism of match officials, made by a club, team official or player after the game while at the grounds or during after match speeches, may incur an automatic fine of \$250 to the offending club. Any further incident during the season involving the same club may result in a monetary fine of \$500 each instance.

### **16. Protests and Disputes**

16.1.Protests and Disputes must be lodged in accordance with Federation Rules and Regulations to the clubs Federation.

16.2.Any protest must be made by the Club Secretary or another authorised officer of the Club, within 96 hours of the alleged breach. The protest must be

in writing to the Competition Manager. All protests must be specific and in detail, setting out the full circumstances and including all relevant points. The Competition Manager reserves the right to disregard any non-specific or non-detailed protest

## **17. Postponements**

17.1. Any team with three (3) or more players away on Federation or NZF programmes will be entitled to request postponement of its game. Such request must be received by Waikato Bay of Plenty Football Federation at least 72 hours prior to the scheduled game.

17.2. Any team with four (4) or more players away due to School playing commitments e.g. AIMS games, will be entitled to request postponement of its game. Such request must be received by Waikato Bay of Plenty Football Federation as early as possible but at least 2 weeks before the scheduled game.

## **18. Other Matters**

18.1. These regulations must be read in conjunction with the appropriate NZ Football Rules and Regulations, Federation Rules and Youth playing regulations, Federation and NZ Football codes of conduct and FIFA Fair Play, which apply to matters not provided for in these regulations.



## **APPENDIX FOUR**

### **Baywide Youth Leagues**

#### **1. ENTRIES FOR THE COMPETITION**

1.1. This is the appendix to the competition regulations (the regulations) that govern aspects of play and procedure in Bay Youth Premier, Division 1 and Division 2 Leagues, which are football competitions administered by the Waikato Bay of Plenty Football Federation. The Leagues involve male youth teams from clubs and affiliated schools in WaiBoP Federation.

#### **2. COMPETITION FORMAT**

- 2.1 Teams must have a maximum of eleven (11) eligible players on the field at any time and a minimum of seven (7) eligible players. Should any team fail to field seven (7) eligible players, whether through shortage or sending-off, they will forfeit the match.
- 2.2 Duration of league matches:
  - 2.2.1 Matches will have two halves. Each will be 45 minutes and there will be a 5-minute half time break.
- 2.3 The home team will provide a size five (5) FIFA-approved match ball. Shin Guards must be worn at all times on the field of play and must not be exposed.

#### **3. PLAYER ELIGIBILITY**

- 3.1 In the event of any protest or enquiry into player eligibility the Team Player List and Team Card will be checked against the database. Teams found to have played an ineligible player, will lose all points gained in all fixtures in which the ineligible player appeared, and may incur a fine to the Club/School in accordance with the schedule of fees and costs
- 3.2 All players must be registered and marked active in the current season with the participating Club and Waikato Bay of Plenty Football Federation. It is the club's responsibility to ensure the player is correctly registered with their team within National Registration database system and with Waikato Bay of Plenty Football Federation in the current season prior to taking the field in any match.
- 3.3 No further player registrations can be made after the Thursday in the first week of Term 3 2017.
- 3.4 Eligible players must be a maximum age of 19 years old 31st December 2018.
- 3.5 Players can only register for one Team. If there are 2 teams from the same club/school in the same league they can only play for the team for which

they have registered. Players from a lower division/age group can play up, players from a higher division/age group cannot play down unless a one-time player to new team and dispensation has been approved in writing, via email by the Federation prior to the player playing in the match.

#### **4. START LISTS AND SUBSTITUTES BENCHES**

- 4.1 Up to four (4) substitutes may be named on the team card, with unlimited interchange of these players at any time in the match provided that:

the player leaves the field completely before the substitute goes on  
substitutions are made during a break in play  
players always enter and leave from the half-way line.

- 4.2. Bay Youth Premier, Div. 1 and 2 – Team Player Lists

4.2.1. Clubs/Schools must complete their online database of players prior to the commencement of competition. The Player List must include the full name and date of birth for each player.

4.2.2. A maximum of twenty (20) players may be recorded on the Team Player List at any one time.

4.2.3. Where Clubs/Schools want to add a player to a team after the season has started, details must be entered on the online database prior to the start time of the first competition match that the player is to play for the Club/School.

4.2.4. A completed Federation team card must be filled out correctly by each team in a League fixture, listing the eleven starting players and up to four substitutes.

- 4.3. If there is an appointed referee, completed team cards should be handed to the referee prior to the commencement of the game. The referee will sign both cards and hand them back to the respective teams after the game. Each team will sign the cards and the Clubs will be responsible to keep their team cards for the duration of the season. The Federation may request the original cards to verify any issues.

- 4.4 If there is no appointed referee, the team cards are to be exchanged with the opposition at the end of the game, to be signed by both teams and the referee who completed the game.

- 4.5 Each team is responsible for its own team card.

- 4.6 Clubs failing to comply may be liable to a fine as set out in the schedule of service costs.

## **5. Referees**

- 5.1. If there is no appointed official, the home team will 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 and membership number to the visiting coach/manager and is required to wear the CR shirt. If the home team does not have a CR, and the visiting team does, the visiting CR will control the fixture. If none of the above is available, the home team will provide a referee for the first half and the visiting team will provide one for the second. Alternatively, teams may agree at the start of the game that one referee will officiate the whole game, or at the start of the second half the referee from the first half may continue to referee to the end of the game. Once agreed, the referee will not be changed during a half other than for injury or on the mutual agreement of both team coaches. The referee controlling any part of the fixture has the same rights and obligations as an appointed official.
- 5.2. The prime purpose of refereeing in these grades is to add to the enjoyment of the players through the application of the Laws of the Game, these regulations and common sense.

## **6. Goals, Markings and Set Up**

- 6.1. Matches in all grades covered by the regulations will be played on full-size pitches. The approved goals and marked grounds with corner flags must be supplied by the home team and must be in place before the scheduled kick-off time. Nets are compulsory for all league matches.

## **7. Defaults**

- 7.1 The Club/School Secretary must notify defaults in writing, email is acceptable, to the Federation and to the opposition and the Referees group no later than 12.00 noon on the Friday preceding the fixture so any referee allocation can be changed. Clubs/Schools may be fined in accordance with the schedule of fees and costs for defaults not notified before this deadline and may be further charged for referee fees. Any team defaulting two games consecutively, or three in a season, may be expelled from the competition.

## **8. Coaching**

- 8.1 Coaches may only coach from the side-line, not from behind the goal line. If a coach takes the field as a referee he/she is not allowed to coach on the field of play.

## **9. Results**

- 9.1 All results must be submitted by individual Clubs via the National Registration database system online results system by 10.00am on the Monday following the weekend of the match or if midweek by 10.00am on the day following the match. Any Club/School, which fails to submit the results by the

prescribed time may incur a fine to the Club/School in accordance with the schedule of fees and costs.

## **10. Playing Days**

10.1 Bay Youth Premier, Division 1 and Division 2 matches will be played on Saturdays. A rescheduled match may be played on a different day.

## **11. Misconducts**

11.1 Misconduct reports and Incident Reports must be sent to and dealt with by an offending teams' Federation as per New Zealand Football Regulations, except for reports of Violent Conduct (including spitting) and Exceptional Misconduct, which must be dealt with by a Judicial Hearing organised by the relevant Federation.

11.2 Reported verbal, written or electronic abusive comments against or criticism of match officials, made by a club, team official or player after the game while at the grounds or during after match speeches, may incur an automatic fine of \$250 to the offending club. Any further incident during the season involving the same club may result in a monetary fine of \$500 each instance.

## **12. Protests and Disputes**

12.1 Protests and Disputes must be lodged in accordance with Federation Rules and Regulations to the clubs Federation.

12.2 Any protest must be made by the Club Secretary or another authorised officer of the Club, within 96 hours of the alleged breach. The protest must be in writing to the Competition Manager. All protests must be specific and in detail, setting out the full circumstances and including all relevant points. The Competition Manager reserves the right to disregard any non-specific or non-detailed protest.

## **13. Other Matters**

13.1 These regulations must be read in conjunction with the appropriate NZ Football Rules and Regulations, Federation Rules and Youth playing regulations, Federation and NZ Football codes of conduct and FIFA Fair Play, which apply to matters not provided for in these regulations.



## APPENDIX FIVE

### APPLICATION FOR AGE GROUP DISPENSATION POLICY

1.1 A Club or School must apply to the Competition Manager of Waikato Bay of Plenty Football Federation using the correct dispensation form prior to any dispensation being granted.

1.2 Dispensation is required for boys who have not yet had their sixteenth birthday to play senior football and girls who have not yet had their fifteenth birthday to play senior women's football.

1.3 Dispensation and parental consent are required for a player 1 year younger than the age limit for the competition.

1.4 Dispensation will not be allowed for a player 2 years younger than the age limit for the competition.

1.5 The granting of any Age dispensation shall be at the absolute and sole discretion of Waikato Bay of Plenty Football Federation

1.6 Senior Dispensation: Players must be over 15 years for girls and 16 years for boys to compete in senior football. Dispensation is only granted to National Talent Centre identified players upon application.

1.7 Exceptions for consideration, outside the above criteria shall be limited to:

**Travel:** if a player lives more than one hour driving time from a recognised Federation Talent Centre and therefore cannot access the NZF National Talent Pathway

**Physical Maturity:** If a player is considered disproportionately above the average of physical maturity for his or her age (details shall be required).

**Holistic Development:** If a player is considered to exceed a significant number of attributes linked to the holistic four corner model of development as below:

- **Physical:** The Physical size, speed, power and endurance of the player and ability to cope at an older level.
- **Mental:** The capability to cope with greater levels of responsibility and independent decision making.
- **Social/Emotional:** The ability to manage/adapt to an older group in behaviours surrounding them on and off the field.
- **Technical/Tactical:** Effectiveness to continue to develop technically/tactically at an older age group.

