



Capital Football Federation
Playing Regulations
Season 2019

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1 DEFINITIONS

Advisory group	Groups appointed to advise the Board on local district and club football related matters. The advisory groups consist of at least one representative from each Capital Football district.
Administrator	The person appointed by the Competition Manager to perform administrative functions on behalf of Capital Football.
Board	The Capital Football Board appointed by clubs to make decisions on football related matters in the Capital Football districts.
Capital Football	The name used for Capital Football Federation.
Capital Football district	Wairarapa, Hutt Valley, Horowhenua/Kapiti, Wellington, and Western zones.
Charge grounds	Football pitches and grounds operated by local bodies and private entities who may charge an additional fee for use of the ground.
Club	An organisation within a local district that administers football for players who belong to that organisation.
Competition Manager	The Chief Executive of Capital Football or associate delegated to oversee the Manager's administration of football in the districts.
Game Facilitator	Facilitator for Fun Football (4th to 8th grade) games in place of referee. Facilitators should avoid using whistles and stay on the sideline.
Intent	Capital Football's interpretation of a regulation (<i>shown in italics</i>).
Junior club	A club or adjunct of a club which administers junior players.
Junior Competitions	Capital Football competitions for junior players (4th to 14th/15th grade).
Laws of the Game	The IFAB (International Football Association Board) Laws of the Game.
Local leagues	Junior competitions in 9th to 12th grades. These competitions include teams from one (or two in the case of Wellington/Western competitions) Capital Football district.
Match day squad	The squad of players entered on the team card for each playing day.
Misconduct Regulations	Refers to the NZF Disciplinary Code.
NZF	New Zealand Football.
Player	A registered player of any club playing under the Regulations.
Premier Leagues	Junior competitions in 10th to 14th/15th grades. These competitions include teams from all Capital Football districts and may be subject to higher qualifications for coaches and referees than Local and Wellington Combined competitions.
Regulations	The Capital Football 2019 Playing Regulations.
Senior Competitions	Capital Football competitions for senior players. Including U17 competitions.
Technical area	The area inside the crowd barriers for the sole use of team officials, players and substitutes.
Team Card	A team card can consist of either a Match Information Sheet or an Online version through COMET.
Wellington Combined	Capital Football competitions in 13th to 14th/15th grades. These competitions include teams from all Capital Football districts.
Women's leagues	Capital Football's women only leagues.

2 INTRODUCTION

- 2.1 The Regulations supersede all former rules and regulations.
 - 2.1.1 All new regulations and amendments to existing regulations are shown in red text.
- 2.2 All Capital Football administrative functions will be carried out from the Capital Football office.
- 2.3 Each club will hold its Annual General Meeting each year.
 - 2.3.1 The club will send its Annual Report to the Manager within seven days of their Annual General Meeting.
- 2.4 The Annual Report will show:
 - 2.4.1 The date of election of any members.
 - 2.4.2 The club's accounts, including its income, expenditure, assets and liabilities.
- 2.5 All Capital Football administrative functions will be carried out from the Capital Football office.
- 2.6 The Competition Manager may appoint an administrator to perform the administrative functions for each local district.
- 2.7 All clubs will be represented on the relevant Advisory Group by a nominated individual, who will liaise with clubs and provide feedback as required to Capital Football.

3 FINANCE

- 3.1 Capital Football Finance Regulations can be found at capitalfootball.org.nz/regulations/.

4 GENERAL PROVISIONS

- 4.1 The Regulations apply to all players in all competitions within the Capital Football district.
 - 4.1.1 For local regulations see [Wairarapa Competition](#) and [Horowhenua-Kapiti Competition](#).
- 4.2 The Competition Manager is responsible for managing competitions in a manner that is consistent with the objectives of Capital Football and the Board.

5 LEAGUES

- 5.1 The final composition of leagues is at the discretion of the Competition Manager.
 - 5.1.1 **Each club will confirm registration of their teams by entry into COMET.**
 - 5.1.2 Where applicable clubs will be notified of relevant starting positions in leagues prior to confirming registration.
 - 5.1.3 The Competition Manager can accept further entries during the season with the support of the relevant advisory group.
 - 5.1.4 The Competition Manager can amend the number and composition of leagues with the support of the Board and relevant Advisory Group.
- 5.2 Composite teams will be accepted into Capital Football leagues on a case by case basis.
 - 5.2.1 Any composite team must be signed off by Capital Football and the Board. They must also be put through the relevant advisory group.
 - 5.2.2 **Please refer to the Composite Teams Guidelines.**

- 5.2.3 Players must be registered to their own local club within the region as per the Senior Playing regulations and that club will be responsible for any fines incurred by that player.

6 MATCHES

- 6.1 All matches will be played at the Competition Manager's discretion.
- 6.2 For all league matches, three points are awarded for a win, one point for a draw and zero points for a loss.
- 6.3 A team's accumulated points will govern league position for that competition.
- 6.4 In the case of a tie, the deciding factor for league position will be (in order):
- a The highest goal difference between the tied teams.
 - b The higher number of goals scored between the tied teams.
 - c The goal difference from the matches played between the tied teams.
 - d The team with the superior disciplinary record.
 - e A ballot drawn by the Competition Manager.
- 6.5 Capital Football reserves the right to inspect all grounds and facilities when they are provided by a club for use. If they are not up to standard games can be transferred away from the venue.
- 6.6 If a team defaults a match the score will be recorded as a 3-0 win to the opposition.
- 6.7 Any fixture change will be dependent upon the availability of a suitable ground **as well as other operational factors**.
- 6.8 The Competition Manager must be advised immediately of any defaulted **or abandoned** match.
- 6.9 In the event of a team being removed from any league:
- a Results, points and goals for/against will stand for any full rounds played.
 - b Results, points and goals for/against will be removed for any partial rounds the withdrawn team has played in.
- 6.10 Any cancelled match may be rescheduled by Capital Football at a later date.
- 6.11 If alcohol is present at a match, the referee can have the offender(s) removed by the home club if it is affecting their control of the match.
- 6.11.1 The referee can stop the match until the offenders are removed.
- 6.11.2 The referee will report the incident to Capital Football.

7 REGISTRATIONS

- 7.1 **All registrations must comply with NZF regulations specifically the Regulation on the Status and Transfers of Players (RSTP).**
- 7.2 Players taking part in any Capital Football competition must be registered for the club for which they appear at the time of their appearance.

- 7.3 All registrations will be held in the COMET database. It is the club's responsibility to ensure that the information held in COMET is correct.
- 7.3.1 Every new player will provide the necessary details advised by Capital Football for registration.
 - 7.3.2 No player will be deemed to be registered until a national number is allocated under COMET.
 - 7.3.3 In the event of any player being registered twice, the second registration will be deemed to be null and void.
 - 7.3.4 If a college player is selected to play for a club team, they must be registered with that club in accordance with the Regulations.
 - 7.3.5 Registrations must be retained by the club for as long as the player is a member of that club.
 - 7.3.6 Girls playing in junior competitions may be registered with one club for a 'girls only' team and with a different club for a 'mixed' football team.
 - 7.3.7 **A players COMET profile must accurately reflect their current registration status at the club to which they currently play.**
 - 7.3.8 If a player is 10 years of age or older and comes from overseas to NZ, Capital Football must be notified, and a transfer request made through COMET.
- 7.4 Capital Football will investigate any registration disputes.
- 7.4.1 Any club involved in a registration dispute is bound by any decisions made by Capital Football.

8 TRANSFERS

- 8.1 **Any player movement between clubs must be made in conjunction with the NZF Regulation on the Status and Transfers of Players (RSTP).**
- 8.2 **No player may play in a senior competition unless they are registered with that club via COMET by June 30 of that year.**
 - 8.2.1 **Any player movement from July 1 must be approved by The Competitions Manager.**
- 8.3 Any club or club official offering financial or material inducement for a player to move to another club must notify the player's present club and Capital Football in writing before approaching the player.
 - 8.3.1 Any alleged offences will be investigated by Capital Football following a written statement from the player who was approached:
 - a Any club found guilty will be fined a minimum of \$500.

9 RESULTS

- 9.1 **Leagues where online team cards via COMET are used there is no requirement to enter results.**
 - 9.1.1 All W-League, Capital Premier and Women's Premier League teams that do not use Twitter to record scores must text or ring their results through to the Competitions Manager within 30 minutes of the completion of the game.

9.2 **For all other leagues the home team is** responsible for entering results into COMET within 3 hours of completing the game.

9.3 Teams that submit results to Capital Football late will be fined \$50.00 for each offence.

10 BEHAVIOUR/ABUSE

10.1 Capital Football will not tolerate verbal and physical abuse against match officials, players, clubs or supporters.

10.2 Capital Football will not tolerate any social media abuse or abuse on any digital platform as per the NZF [Disciplinary Code](#) or [Code of Conduct](#).

10.2.1 Proven abuse reported by a referee, player, or club official will result in the club(s) involved being fined as per [Infringements and Misconducts](#).

10.3 Slanderous or libellous comment against a match official or Capital Football will result in the club(s) involved being fined as per the NZF [Disciplinary Code](#).

11 PROTESTS AND COMPLAINTS

11.1 Refer to the NZF [Disciplinary Code](#) and [Code of Conduct](#).

11.2 Any club may bring a protest or complaint to Capital Football through the Competition Manager.

11.3 A protest or complaint must be made within three days of the alleged breach, by forwarding a written statement, on the club's letterhead, detailing the:

11.3.1 Name of the club, player or person(s) complained against.

11.3.2 Alleged breach.

11.4 Capital Football will forward a copy of the protest or complaint to the club complained about for a response.

11.4.1 After ascertaining all details of the alleged complaint, Capital Football will advise both parties of their decision.

11.4.2 A fee of \$100.00 plus GST will be charged for trivial protests or complaints.

11.5 Any club has the right to appeal against the application of one or more of the Regulations.

11.5.1 Appeals will be decided by an independent local judicial panel.

11.5.2 Further appeals can be made to NZF.

12 MISCELLANEOUS

12.1 Anything not covered by the Regulations will be referred to the Manager for decision and subsequently communicated to the advisory groups.

12.2 It is the responsibility of each club to ensure compliance with any new and existing regulations.

13 CANCELLATIONS

13.1 The referee may cancel a match for:

13.1.1 Adverse weather.

- 13.1.2 The comfort and safety of players.
- 13.1.3 Following consultation and agreement with the Competitions Manager.
- 13.2 Abandoned games result:
 - 13.2.1 If 2/3 of the game has been played the score will stand.
 - 13.2.2 If less than 2/3 of the game is played, the score will be recorded as 0-0, unless the current score is agreed by the coaches or the match can be replayed.
- 13.3 Cancellations, ground transfers and defaults are published on:
 - 13.3.1 [Capitalfootball.org.nz](http://capitalfootball.org.nz) for individual fixtures from Friday afternoon.
 - 13.3.2 [facebook.com/CapitalFootball](https://www.facebook.com/CapitalFootball) and [Capitalfootball.org.nz](http://capitalfootball.org.nz) for mass cancellations before 7am Saturday or Sunday morning.
 - 13.3.3 For more information see capitalfootball.org.nz/cancellations/.

14 REFERENCES

- 14.1 NZF Disciplinary Code: nzfootball.co.nz/ABOUT-US/Statutes-Regulations.
- 14.2 IFAB Laws of the game: <http://theifab.com/document/laws-of-the-game>.
- 14.3 NZF Code of Conduct: nzfootball.co.nz/ABOUT-US/Statutes-Regulations.
- 14.4 Regulation on the Status and Transfer of Players (RSTP): nzfootball.co.nz/ABOUT-US/Statutes-Regulations.
- 14.5 Composite Team Guidelines:

APPENDIX ONE | SENIOR REGULATIONS

15 SENIOR LEAGUES

15.1 Men's Leagues

15.1.1 All men's leagues will consist of 10 teams (where possible).

15.1.2 Tier 1 - Capital Premier to Capital 4:

- a Minimum player age of 15 years old at the time of the match (see [Player Regrading](#)).
- b Promotion/relegation after two rounds.
- c **Electronic team cards required for Capital Premier through to Capital 2. Written team cards required for Capital 3 and 4.**
- d Matches to be officiated by a qualified referee (where possible). If no referee supplied match to be officiated by the home team.
- e Maximum use of three of the five named non-rolling substitutes per match.

15.1.3 Tier 2 – Capital 5 to Capital 12:

- a Minimum player age of 16 years old at the time of the match.
- b Mid-season promotion/relegation.
- c No team cards required.
- d Matches to be officiated by the home team.
- e Unlimited rolling substitutes.

15.2 Masters Leagues – Master's Leagues are deemed to be a continuation of the men's leagues.

15.2.1 Tier 3 - Masters 1 to 5:

- a Minimum player age of 35 years old at the time of the match.
- b Promotion/relegation after two rounds.
- c Match Information Sheets required for Masters 1 only.
- d Matches to be officiated by the home team except for Masters 1 where an official referee will be supplied where possible.
- e Unlimited rolling substitutes.

15.2.2 Tier 4 - Masters Over 43 League:

- a Minimum player age of 43 years old at the time of the match in 2018.
- b Promotion/relegation after two rounds if applicable.
- c No team cards required.
- d Matches to be officiated by the home team.
- e Unlimited rolling substitutes.

15.3 Women's Leagues

15.3.1 Tier 1 – Women's W-League

- a **Promotion/relegation after two rounds.**

- b Electronic Team cards required.
 - c Matches to be officiated by a qualified referee.
 - d Maximum of five subs.
 - e All home teams must operate a twitter account for their games, a minimum requirement is half and full-time score updates.
 - f **A minimum of four ball kids are to be provided by the home team.**
- 15.3.2 Tier 2 - Women's Premier league:
- a **Promotion/relegation after two rounds.**
 - b **Electronic Team cards required.**
 - c Matches to be officiated by a qualified referee (where possible). If no referee is supplied match to be officiated by the home team.
 - d Maximum of five rolling substitutes.
- 15.3.3 Tier 3 - Women's 1:
- a Promotion after round 2 only; relegation after rounds 1 and 2.
 - b Match Information Sheets are required.
 - c Matches to be officiated by the home team.
 - d Maximum of five rolling substitutes.
- 15.3.4 Tier 4 - Women's 2 down:
- a Promotion/relegation after rounds 1 and 2.
 - b Match Information Sheets are not required.
 - c Matches to be officiated by the home team.
 - d Maximum of five rolling substitutes.
- 15.3.5 Tier 5 – Under 18 League:
- a Minimum age to participate is 15 years old unless given dispensation from Capital Football.
 - b Coaches are required to have a Youth Level 1 coaching qualification.
 - c Any player who plays in the Under 18 league on a Friday night is not able to play Senior Football on a Saturday, and only three players who play Friday night are eligible to play senior football on a Sunday.
 - d Match Information Sheets are not required.
 - e Matches to be officiated by the home team, unless a Match Official is supplied by Capital Football.
 - f Unlimited rolling substitutes.

16 MATCHES

16.1 Tier 1 Team Cards:

- 16.1.1 **W-League, Capital Premier, Women's Premier League, Capital 1 and Capital 2 teams must load a squad list in to COMET including shirt numbers by 12 noon on the Friday prior to the game.**

- a The squad list must accurately reflect the squad for that match only.
 - b Failure to comply with regulations 2.1.1 will result in a fine of \$200.00.
- 16.1.2 Capital 3 and Capital 4 teams MUST still complete a hard copy Match Information Sheet and send into Capital Football as per the [Team Cards](#) regulations.
- 16.2 All Leagues:
- 16.2.1 A team may request to alter the time, date or venue of a match up to 10 working days before the match with the consent of the Competition Manager.
- a Any club seeking to change a fixture within 10 days of the fixture or published on the Capital Football website must gain the agreement of both the opposition and Competition Manager.
- 16.2.2 A team defaults the match if they do not:
- a Take the field within 15 minutes of the scheduled kick-off time.
 - b Turn up with more than the minimum number of players (seven).
 - c Provide the appropriate equipment for their home league match.
 - d Wear an alternative coloured kit for an away match (where necessary) as per the [Playing Pitches, Equipment and Kit](#) regulations.
- 16.2.3 Any team that defaults three matches during any season, will be removed from their league by the Competition Manager.
- 16.2.4 The reason for any abandoned match must be reported immediately to the Competition Manager by the referee, if present, or the home team.
- a The Competition Manager will inform the teams whether:
 - The score at the time of the abandonment will stand (providing a minimum of 60 minutes have been played).
 - The match will be replayed.
 - The match will not be replayed.
- 16.2.5 The half-time break will be 15 minutes from whistle-to-whistle unless there is agreement from both teams to be shorter.

17 PLAYER REGRADING

- 17.1 A registered player can play in any team entered by their club, in any league, of any competition at the discretion of their club's selection committee, if the re-grade rules are followed.
- 17.2 A player will be automatically graded to the team they play their first game of a new season for.
- 17.3 Named substitutes who do not take the field, are not graded to the higher team.

The intent of this regulation is to allow players to be named as a higher-grade substitute, but still play lower in the grades without being considered a re-grade.

- 17.4 Unless otherwise specified 're-grades' or 're-grading' only applies to the movement of players down leagues/teams.
- 17.5 Up to three players in total can be re-graded down from any one team per match:
- 17.5.1 Up to three players can be re-graded one league down from where their usual team plays.
- 17.5.2 Any one team can only receive three re-graded players per game.
- 17.6 A player is not classed as a re-grade when returning to the team they played in for the previous match. However:
- 17.6.1 If the player re-grades to another team, in a lower league than their original team, for a second consecutive match they are still deemed to be a re-graded player.
- 17.6.2 The player will be classified as a player of the higher graded team.
- 17.7 Once a player has played two consecutive matches for a club's lower graded team they are deemed to be a player of that team.
- 17.8 Any player who reaches 66% of league matches for any one team cannot re-grade down again to a team in a lower division for the remainder of that season. This includes players who have played 66% of Central League matches entering into a tier 1 team.
- 17.9 Any National League player playing in the Capital Football competitions will be graded initially in to their clubs' top side.

The intent of this regulation is to prevent higher graded players unfairly assisting lower league teams at the end of the season when promotion/relegations are being decided.

- 17.10 If a club has two or more teams playing in the same league, the club will rank the teams in order, before the season, for re-grading purposes.
- 17.11 No player can be re-graded within their club following conclusion of their current team's matches. This regulation applies if the league they are entered in is unfinished.

The intent of this regulation is to prevent higher graded players unfairly assisting lower league teams after the higher graded team's matches have been concluded.

- 17.12 A player can only be re-graded once during any one week, including Easter and Queen's Birthday weeks.
- 17.13 No player under the age of 16 years may compete in any men's league:
- 17.13.1 Below Capital 4.
- 17.13.2 In a Capital Premier to Capital 4 team (inclusive) unless they have received a written dispensation from Capital Football.
- 17.14 No female player may compete in any men's league unless they have received a written dispensation from Capital Football.
- 17.15 No player under the age of 15 years may compete in any women's league unless they have received a written dispensation from Capital Football.

17.16 The Chatham Cup and the Kate Shepherd Cup are New Zealand Football competitions, so Capital Football re-grade rules do not apply.

18 UNDER 17 COMPETITION

18.1 An eligible under 17 player for that season must be:

18.1.1 14 years or over on 1 January.

18.1.2 Under 17 years on 1 January.

18.2 A maximum of five rolling substitutes may be used in any age group match.

19 TEAM CARDS

19.1 Capital Premier through Capital 2 teams must enter a team card through COMET by 12:00pm Friday prior to the match, unless specified by Capital Football. Changes can be made through COMET after this point, to reflect the accurate line-up up to 60 minutes prior to kick-off.

19.1.1 Up to five substitutes may be named on the team card, and three non-rolling substitutes may be used during the match.

19.1.2 The team card may be altered by a team official up to five minutes before kick-off by notification of the change to the Match Official.

19.2 All Capital 3 and 4 teams must provide a Match Information Sheet to the referee before kick-off.

19.2.1 Up to five substitutes may be named on the team card, and three non-rolling substitutes may be used during the match.

19.3 All W-League and Women's Premier teams must enter a team card through COMET by 12:00pm Friday prior to the match, unless specified by Capital Football. Changes can be made through COMET after this point, to reflect the accurate line-up up to 60 minutes prior to kick-off.

19.3.1 Up to five rolling substitutes may be named on the team card and used during the match.

19.3.2 The team card may be altered by a team official up to five minutes before kick-off by notification of the change to the Match Official.

19.4 All Match Information Sheets must:

19.4.1 Be written or printed legibly in block capitals.

19.4.2 Contain the first name, surname and shirt number of each player and substitute (even in games with rolling subs).

19.4.3 List the final score.

19.4.4 List goal scorers and their corresponding shirt number.

19.4.5 Be signed by each team's manager after the match to confirm the match details.

19.5 Match Information Sheets must be emailed to Capital Football (results@capitalfootball.org.nz) within 24 hours of the match being completed.

19.6 Teams that fail to meet the requirements of regulations 5.4 and 5.5 will incur a \$50 fine.

- 19.7 Any team that plays a player who is not listed on the team card, or who plays under a false name will be fined in accordance with the [Infringements and Misconducts](#) regulations.

20 REFEREES

- 20.1 Capital Football will appoint a referee and two assistants for all Capital Premier and W-League matches.
- 20.2 Capital Football will appoint a referee for all Capital 1 to 4, and Women's Premier League matches and Masters 1 (where possible).
- 20.2.1 Where requested by the referee each team will provide an assistant referee.
- 20.2.2 For each match where a referee has been appointed, a fee agreed at the Capital Football Annual General Meeting will be charged to the home team.
- 20.3 For Tier 2 competitions (i.e. where a referee is not appointed), the home team will referee the match unless both teams agree to referee a half each prior to kick-off.
- 20.4 If the appointed referee is not in attendance at the scheduled kick-off time, every effort should be made to play the match. The sequence of events will be:
- 20.4.1 The home team will contact Capital Football.
- 20.4.2 Capital Football will attempt to source another qualified referee or defer the match.
- 20.4.3 Any other available qualified referee will officiate.
- 20.4.4 If no qualified referee is available, the home team will officiate the match.

21 PROMOTION/RELEGATION

- 21.1 Any Capital Football team relegated from the Central League is eligible to play in Capital Premier the following season.
- 21.2 At the end of each season, promotions are always completed first then relegations are made as required.
- 21.3 Men's leagues
- 21.3.1 Clubs may enter one team in Capital Premier and one team in Capital 1.
- a Clubs may enter one or more teams in Capital 2 and down in accordance with section 1.1 of the Regulations.
- 21.3.2 Capital Premier
- a After two rounds:
- The first placed team from Capital Premier will enter a playoff against the top ranked team in the Central Federation for promotion to the Central League.
 - All playoffs will be completed in accordance with the [Playoffs](#) regulations.
 - If the first placed team is ineligible or does not want to compete in the Central League, the second placed team may enter the playoff.
 - If the first or second placed team from either league is ineligible or does not want to, the top eligible team from the other federation will be promoted.

- If there are no eligible teams from the either federation, there will be no relegations from the Central League.
- The necessary number of relegations (if any) will take place.

21.3.3 Capital 1 and 2

- a After two rounds:
 - The top two teams will be automatically promoted if eligible from Capital 1 and Capital 2.
 - The necessary number of relegations (if any) will take place.
- b If the top team is ineligible for promotion:
 - The team finishing second will be automatically promoted if eligible.
 - The team finishing third will enter a playoff if eligible.
- c If the second placed team is ineligible for promotion:
 - The team finishing first will be automatically promoted if eligible.
 - The team finishing third will enter a playoff if eligible.

21.3.4 Capital 3 to Capital 4

- a After two rounds:
 - The top two teams will be promoted to the higher league.
 - The necessary number of relegations (if any) will take place.

21.3.5 Capital 5 down (Tier 2)

- a From Capital 5 down every team in every league will play two rounds.
- b At the end of round 1:
 - The top two teams from Capital 6 down will be promoted.
 - The necessary number of relegations (if any) will take place.
 - Points will go back to zero.
 - Each team will play another round.
- c At the end of round 2:
 - The top two teams in each league will be promoted.
 - The necessary number of relegations (if any) will take place.

21.4 Women's leagues

21.4.1 Women's W-League and Women's Premier League

- a Clubs may enter a maximum of one team in the Women's W-League and Women's Premier league.
- b After two rounds:
 - The top team will be automatically promoted if eligible from Women's Premier League to W-League.
 - The necessary number of relegations (if any) will take place.

- c If the top team is ineligible for promotion:
 - The team finishing second will be automatically promoted if eligible.
 - The team finishing third will enter a playoff if eligible.
- d If the second placed team is ineligible for promotion:
 - The team finishing first will be automatically promoted if eligible.
 - The team finishing third will enter a playoff if eligible.

21.4.2 Women's 1

- a At the end of round 1:
 - The top two teams from Women's 2 will be promoted.
 - The necessary number of relegations (if any) will take place.
 - Points will go back to zero.
 - Each team will play another round.
- b At the end of round 2:
 - The top two teams will be promoted.
 - The necessary number of relegations (if any) will take place.

21.4.3 Women's 2 down:

- a At the end of round 1:
 - The top two teams from Women's 2 down will be promoted.
 - The necessary number of relegations (if any) will take place.
 - Points will go back to zero.
 - Each team will play another round.
- b At the end of round 2:
 - The top two teams in each league will be promoted.
 - The necessary number of relegations (if any) will take place.

21.5 If the teams finishing first and second in each league are ineligible for promotion, the third placed team in each league will be promoted.

21.6 No team finishing fourth or lower in any league is eligible for promotion unless there is a position in the league above them.

21.7 The winners of the top Horowhenua-Kapiti and Wairarapa local leagues will play each other for the right to enter Capital Football Tier 1 (Capital 4).

21.7.1 The playoff game will be held at a neutral ground decided by the Capital Football Competition Manager.

21.7.2 If one team declines to participate in a playoff, the other team will be granted automatic inclusion into Capital Tier 1.

21.7.3 If both teams decline the playoff, the Capital Football leagues will retain the status quo.

- 21.7.4 Any local league team who withdraws from the Capital Football competition will not be eligible to re-enter through a playoff for at least two years.
 - a Does not apply to those teams relegated from Tier 1 competition back to their own local league.
- 21.7.5 Any team that gains direct entry into the Capital Football leagues needs to notify Capital Football of their intent to participate in the coming season by no later than September 30th of the current season.
- 21.7.6 If regulation 7.7 occurs, teams in lower leagues may be relegated to retain 10 team leagues.

22 PLAYOFFS

- 22.1 All required playoffs will take place at the end of the season as determined by the Competitions Manager.
 - 22.1.1 Playoff venues are subject to consultation, but the Competitions Manager's decision is final.
- 22.2 Players taking part in any playoff are required to be registered for that club before 30 June of that year.
- 22.3 Any eligible team which decides not to take part in the playoffs will be relegated to the league below their current league.

23 CAPITAL FOOTBALL CUP COMPETITIONS

- 23.1 Any men's or women's team that defaults a cup match will be ineligible for the knockout stage of that cup competition that season.
- 23.2 All cup competitions will be played over 90 minutes.
- 23.3 If teams are level after 90 minutes, then the result will be decided by a penalty shootout, except for the semi-final or final which will have 30 minutes of extra time prior to the penalty shootout.
- 23.4 Players can only play for one team in any cup competition in any single season.

24 DRUG TESTING

- 24.1 Capital Football competitions 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.
- 24.2 Drug testing is specifically covered by NZF Regulation 17. It is the responsibility of each participant team and player to ensure they are conversant with the appropriate regulations.
- 24.3 Any participant breaching this regulation shall be liable for a fine of up to \$1000 and an education seminar arranged within agreed timeframes between the participant and NZF.

25 PLAYING PITCHES, EQUIPMENT AND KIT

- 25.1 Pitches

- 25.1.1 The home team will supply the following for all Capital Premier and **W-League** matches:
- Crowd barriers one metre high and two metres from the sideline, down the entire length of the pitch.

25.2 Equipment

- 25.2.1 The home team will provide the following equipment for all league matches:
- a Regulation sized goals, nets and corner flags, and match ball.
 - Capital Premier, W-League and Women's Premier teams must use the brand/type of ball defined by the Manager for that season.

25.3 Kit

- 25.3.1 From Capital Premier to Capital 4 and Women's W-League, Premier to Women's 1:
- a Where team colours clash, the away team are to wear alternative coloured shirts and socks.
- 25.3.2 From Capital 5 down and Women's 2 down:
- a Where team colours clash, the away team are to wear alternative coloured shirts.
- 25.3.3 All leagues:
- a Players must have official sized numbers on the backs of their shirts.

26 INFRINGEMENTS AND MISCONDUCTS

- 26.1 Disciplinary incidents will be dealt with in accordance with the NZF and FIFA Disciplinary Code.
- 26.2 The participants, 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, the FIFA Code of Conduct and the NZF Statutes and Regulations, in particular the NZF Disciplinary Code and the NZF Code of Conduct.
- 26.3 Misconducts, Suspensions and Fines
- 26.3.1 The Schedule of Suspensions and Fines in respect of a misconduct by a player in the competition shall be:
- a Minor infringement offences (yellow card) shall incur a fine of \$25.00 per offence.
 - b When a player receives a red card a fine of \$ 50.00 per playing day based on the number of playing days the player is suspended for will be imposed.
 - c Serious infringements and misconduct against match officials (direct red card) shall incur a minimum fine of \$50.00 and automatic one playing day suspension. Including the automatic suspension incurred, the overall suspension imposed on any player receiving a direct red card shall be in accordance with the NZF Disciplinary Code.
- 26.4 Any fines shall be paid by the due date indicated on the invoice from Capital Football.
- 26.5 Accumulated cautions by a player could cause a suspension as per the NZF Disciplinary Code.
- 26.6 Registration and transfers

- 26.6.1 If a team is found to be in breach of any part of the registration and transfer regulation:
- a The offending team will forfeit any points gained from that match and be fined \$150.00 per unregistered player.
 - b Goals scored by the offending team will be cancelled, goals against shall stand.
 - c The opposing team will be awarded a minimum 3-0 win. Goals scored over and above 3-0 by that team will stand and goals against cancelled.
- 26.6.2 If both teams are found to be in breach, the match will be deemed null and void.
- a Capital Football will decide whether the match is replayed.
- 26.7 Player eligibility
- 26.7.1 If a team is found to be in breach of any part of the player eligibility regulation:
- a The offending team will forfeit any points gained from that match and be fined \$150.00 per ineligible player.
 - b Goals scored by the offending team will be cancelled, goals against shall stand.
 - c The opposing team will be awarded a minimum 3-0 win. Goals scored over and above 3-0 by that team will stand and goals against cancelled.
- 26.7.2 If both teams are found to be in breach, the match will be deemed null and void:
- a Capital Football will decide whether the match is replayed.
- 26.8 Matches
- 26.8.1 Any Capital Premier or Women's W-League or Women's Premier team that defaults a match will be fined \$2,000.00 regardless of the notice period given by the team.
- 26.8.2 Any team in Capital 1 to Capital 4 or Women's 1 that defaults a match will be fined \$500.00 regardless of the notice period given by the team.
- 26.8.3 Any team in Capital 5 down or Women's 2 down that defaults a match will be fined \$50.00:
- a The fee will increase to \$100.00 if the team has not advised Capital Football 24 hours before the match.
- 26.8.4 A further default fee will be charged by Capital Football to cover the hire of an artificial turf.
- 26.8.5 A home team may not move any match from the designated venue and pitch as listed in the Capital Football draw unless they receive permission from the Competitions Manager:
- a The offending team will forfeit any points gained from that match and be fined \$100.00.
 - b Goals scored by the offending team will be cancelled, goals against shall stand.
 - c The opposing team will be awarded a minimum 3-0 win. Goals scored over and above 3-0 by that team will stand and goals against cancelled.
- 26.8.6 Any team official sent from the field by a referee will:
- a Receive a \$200.00 fine.
 - b Receive a suspension in accordance with the NZF Disciplinary Code.

- 26.8.7 Any match abandoned due to the consumption of excess alcohol by players, team officials or spectators will be reported to Capital Football and a minimum fine of \$500.00 will be imposed on the offending club.

26.9 Team cards

- 26.9.1 Any team that does not submit a Match Information Sheet, where required, to Capital Football within 24 hours after the match will incur a \$50.00 fine.
- a An additional \$20.00 fine will be charged to any team for every further week (or part of) that the Match Information Sheet is not submitted.
- 26.9.2 If a team is found guilty of playing a player who is not listed on the team card, or plays a player under an assumed or false name:
- a The offending team will forfeit any points gained from that match and be fined \$150.00 per unlisted player.
 - b Goals scored by the offending team will be cancelled, goals against shall stand.
 - c The opposing team will be awarded a minimum 3-0 win. Goals scored over and above 3-0 by that team will stand and goals against cancelled.
- 26.9.3 If both teams are found guilty of playing players not listed on the team card, both teams will be credited with a 0-3 loss.

26.10 Abuse

- 26.10.1 For further information on abuse refer to the NZF Disciplinary Code.
- 26.10.2 Verbal and physical abuse against match officials, players, clubs or supporters will not be tolerated by Capital Football.
- 26.10.3 Proven abuse reported by a referee, player, or club official will result in the club(s) involved being fined \$200.00.
- a Any further incident during the season involving the same club(s) will result in the fine per incident being doubled.
- 26.10.4 Slandorous or libellous comment against match officials, players, clubs, supporters or Capital Football will result in the club(s) involved being fined \$250.00.
- a Any further incidents during the season involving the same club(s) will result in the fine per incident being doubled.

26.11 Cup competitions

- 26.11.1 Players can only play for one team/club in any cup competition in any single season. If a club is found to be playing a cup tied player:
- a The offending team will forfeit any points gained from that match and be fined \$150.00 per cup tied player.
 - b Goals scored by the offending team will be cancelled, goals against shall stand.
 - c The opposing team will be awarded a minimum 3-0 win. Goals scored over and above 3-0 by that team will stand and goals against cancelled.
- 26.11.2 If both clubs are found to be playing cup tied players:
- a The match result will be null and void.
 - b Both teams will be disqualified from the competition.
 - c Both teams will be fined accordingly.

26.12 Playing pitches, equipment and kit

26.12.1 Any home team that fails to use an appropriate regulation ball will be fined \$100.00.

26.12.2 Any away team that fails to wear an alternative coloured kit where necessary will be fined \$100.00.

27 WAIRARAPA LOCAL LEAGUE COMPETITION

27.1 League Competition

27.1.1 Player re-grades to be made in accordance with Clause 6 of the Playing Regulations.

27.1.2 Five substitutes can be named on the team card, and any three of those may be used as rolling substitutes for all matches.

27.1.3 More than three rolling substitutes can be played if both captains agree and inform the referee before the match.

27.1.4 Two promotions will take place between each division in the Local League competition, as well as the number of relegations required. This may vary at the Competition Manager's discretion depending on league sizes.

27.2 Knockout Cup

27.2.1 Only local league players are eligible to play in the Knockout Cup.

a Five substitutes can be named on the team card and any three of those may be used as rolling substitutes.

b More than three rolling substitutes can be played if both captains agree and inform the referee before the match.

27.3 If a team is found to be in breach this supplementary regulation:

a The offending team will forfeit any points gained from that match and be fined \$150.00 per breach.

b Goals scored by the offending team will be cancelled, goals against shall stand.

c The opposing team will be awarded a minimum 3-0 win. Goals scored over and above 3-0 by that team will stand and goals against cancelled.

27.4 Referees

27.4.1 If no official referee is appointed the home team will provide a referee for the match.

28 HOROWHENUA-KAPITI COMPETITION

28.1 League Competition

28.1.1 Player re-grades to be made in accordance with Clause 6 of the Playing Regulations.

28.1.2 No more than three players in any one week can drop from a Capital Football league to Horowhenua-Kapiti League 1.

28.1.3 Five substitutes can be named on the team card, and any of these may be used as rolling substitutes for all matches.

- 28.1.4 Two promotions will take place between each division in the Local League competition, as well as the number of relegations required. This may vary at the Competition Manager's discretion depending on league sizes.
- 28.2 Knockout Cup
- 28.2.1 Only local league players are eligible for the Knockout Cup and must have played at least eight matches for that team before the first Knockout Cup match.
- 28.2.2 Five substitutes can be named on the team card, and any of these may be used as rolling substitutes for all matches.
- 28.3 Referees
- 28.3.1 If no official referee is appointed the home team will provide a referee for the match.
- 28.4 Any teams found in breach this supplementary regulation will:
- a The offending team will forfeit any points gained from that match and be fined \$150.00 per breach.
 - b Goals scored by the offending team will be cancelled, goals against shall stand.
 - c The opposing team will be awarded a minimum 3-0 win. Goals scored over and above 3-0 by that team will stand and goals against cancelled.

29 EXECUTIVE PLATE AND KELLY CUP

- 29.1 Matches
- 29.1.1 Five substitutes can be named on the team card, and any of these may be used as rolling substitutes for all Executive Plate matches.
- 29.1.2 Maximum use of five of the five named non-rolling substitutes for all Kelly Cup matches.
- 29.1.3 Matches will be decided on penalties where there is a tie after full-time, except during Semi-Finals and Finals where 15 minutes each way of extra time will be played if matches are tied at full-time, followed by penalties where required.
- 29.1.4 All other criteria will be as per the Playing Regulations.
- 29.2 Eligibility
- 29.2.1 If a player plays for one team in either competition, then they are unable to play for another team in either competition, for the duration of the competition.

APPENDIX TWO | JUNIOR REGULATIONS

30 MATCHES

30.1 Age grades are calculated on the age the player turns in that year.

30.1.1 For example, a player who turns 11 during the year (1 January to 31 December) must play in the 11th grade, unless an application for age dispensation has been approved by Capital Football.

30.1.2 Girls can play in the age group below their chronological age, in mixed football competitions, as per the above regulation e.g. an 11th grade girl may play in a 10th grade team.

30.1.3 In addition, 16th grade girls can play in the 14th/15th mixed grade.

30.1.4 In the event of a dispute over a player's age, birth certificates may be required.

30.2 Local league and Wellington combined competition structure.

30.2.1 Local leagues will be graded by colour: yellow, black, red, green, blue, orange, purple etc, depending on the number of divisions required.

30.2.2 Local leagues divisions will be made up of eight teams where possible.

30.2.3 At the completion of each round the division will be regraded as follows:

- a Where a division has seven or eight teams, the bottom two teams from each division (excluding the bottom division) will be relegated and the top two teams (excluding the top division) promoted. For seven team divisions, the 'bye' may be promoted or relegated so that it is shared evenly across all divisions.
- b Where a division has six (or fewer) teams, only one team will be promoted or relegated.
- c The Competitions Manager may identify teams that could be promoted or relegated, but sit outside the regrading criteria. The Competition Manager may offer a place into a different league for such teams, where the competition structure allows.
- d Promotion into Premier Leagues may be possible, but only where the competition structure allows.

30.2.4 Points from a previous round will not be carried over into a new round.

30.2.5 The rounds will continue until the final day of the season which will be communicated by the Competition Manager at the start of the season.

30.3 Premier League competition structure may differ – see [Premier Leagues - Structure](#).

30.4 Junior leagues are mixed grades and girls-only unless stated otherwise.

30.5 The following recommendations should be used for all junior league matches:

Grade	Playing numbers	Match duration
First Kicks (4 th to 6 th grade)	3 v 3 or 4 v 4	11+ Kids warm-up

		<p>1-3 x 8 to 10 minute station rotation activities</p> <p>1-3 x 10 minute small sided matches</p> <p><i>Recommended duration 45-60 minutes</i></p>
Fun Football (7 th /8 th grade) Festivals	5 v 5	<p>11+ Kids warm-up</p> <p>4 x 12 minute small sided matches</p>
Fun Football (7 th /8 th grade) In-house competition recommendations	5 v 5	<p>11+ Kids warm-up</p> <p>1-3 x 8 to 10 minute station rotation activities</p> <p>1-3 x 12-15 minute small sided matches</p> <p><i>Recommended duration 60-75 minutes</i></p>
Mini Football (9 th /10 th grade)	7 v 7	<p>11+ Kids warm-up</p> <p>2 matches of 2 x 12 minute halves (60 second turnaround between games)</p>
Mini Football (11 th /12 th grade)	9 v 9	<p>11+ Kids warm-up</p> <p>2 x 25 minute halves</p>
Youth Football (13 th grade)	11 v 11	<p>11+ warm-up</p> <p>2 x 30 minute halves</p>
Youth Football (14 th /15 th grade)	11 v 11	<p>11+ warm-up</p> <p>2 x 35 minutes halves</p>

30.6 9th to 14th/15th grade teams need a minimum of two players fewer than the playing numbers given in regulation 1.5 otherwise they default the match.

30.7 The following format should be used for all junior league matches:

Grade	Pitch size (metres)	Penalty Area (metres)	Goal size (metres)	Goalkeepers	Match ball
First Kicks (4 th to 6 th grade)	30 x 20	n/a	2 x 1	No	Size 3
Fun Football (7 th /8 th grade)	30 x 20	n/a	2 x 1	No	Size 3
Mini Football (9 th /10 th grade)	50 x 30	8 x 16	4 x 2	Yes	Size 4
Mini Football (11 th /12 th grade)	60 x 40-45	8 x 16	4 (or 5) x 2	Yes	Size 4
Youth Football (13 th grade)	Full size	Full size	Full size	Yes	Size 4

Youth Football (14 th /15 th grade)	Full size	Full size	Full size	Yes	Size 5
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30.8 For 13th and 14th/15th grade, a team with an unbeatable lead will win the league if the league cannot be completed.

30.9 If the league leader can be caught, the winner shall be the team that led at the end of the last completed round.

31 TEAM COLOURS

31.1 Where there is a clash of shirt colours, the away team must wear alternative coloured shirts or bibs.

32 SUBSTITUTES

32.1 First Kicks to Youth Football 4th to 14th/15th grade:

32.1.1 An unlimited number of substitutes and rolling substitutes may be used. Except [Premier League Substitutions](#).

32.1.2 All players should get an even amount of playing time.

33 REFEREES

33.1 First Kicks to Fun Football 4th to 8th grade:

33.1.1 Facilitators should be used for Fun Football in place of referees. Facilitators should avoid using whistles and stay on the sideline.

33.2 Mini Football to Youth Football 9th to 14th/15th grade:

33.2.1 All teams must have an Introduction to Refereeing qualified referee, excluding 13th to 14th/15th Premier League teams which must have a Level 1 qualified referee.

33.2.2 No team has the right to refuse a match official appointed by Capital Football.

33.2.3 The home team (team listed first in the draw) will supply a qualified referee for each match:

a The referee should not be a team's main coach.

b If a home team's qualified referee is not available, the away team's qualified referee may officiate the match.

33.2.4 If neither side has a qualified referee available:

a A neutral referee may be used, if available and both teams agree; or

b A home team representative will the referee the first half and an away team representative will the referee the second half.

33.3 Only the referee and the players are allowed on the field during the match.

33.4 Before kick-off, the referee must ensure:

- a All players are wearing shin guards.
- b No player is wearing or carrying dangerous items.
- c No spectators or coaches are within 5 metres of the goal while the match is in progress.
- d All coaching shall be from the sideline only.

33.5 The referee will toss a coin at the start of the match:

- a The team that wins the toss decides which way they want to play.
- b The opposing team takes the kick-off to start the match.

34 MATCH SCHEDULING

34.1 The Competition Manager will schedule all matches to ensure completion of each league by the end of each season.

34.2 Teams may be required to:

- 34.2.1 Play more than one match per weekend in exceptional circumstances
- 34.2.2 Extend the season into the first weekends of September
- 34.2.3 Play Friday evening, and Sunday matches
- 34.2.4 Play on an artificial surface.

35 DISCIPLINE

35.1 Capital Football will investigate any junior disciplinary matters with reference to the NZF disciplinary code and Code of Conduct.

36 RETREATING LINE

36.1 Mini Football 9th to 12th grade:

36.1.1 Setting up the retreating line:

- a The retreating line is set up at 30% of the pitch length from each goal line.
- b The retreating line may be marked out with flat cones or be painted on the pitches.

36.1.2 How the retreating line is used:

- a When the goalkeeper has the ball in their hands and for a goal kick or free kick in the defensive third, the opposition team must drop back behind the retreating line.
- b Only after the goalkeeper/player plays the ball out and a team-mate touches the ball, can the opposition players advance over the retreating line.
- c If the ball is played over the retreating line, the game continues as normal.
- d Infringement from a defending player will result in an indirect free kick on the retreating line.

36.1.3 Offsides and the retreating line:

- a For 9th and 10th grade, the retreating line is used for offside, rather than the halfway line.
- b For 11th and 12th grade, the half way line becomes the offside line.

37 GOAL ADVANTAGE

37.1 Mini Football 9th to 12th grades:

37.1.1 If a team goes ahead by eight goals:

- a The match is paused.
- b The score is recorded for grading purposes.
- c The coach of the losing team has the option of continuing the match (but not recording the final score) by:
 - Choosing to mix the teams into 2 teams of similar ability.
 - The match is continued, but the score entered in COMET is the score at which point the match was paused.

38 GOAL SCORING

38.1 First Kicks to Fun Football 4th to 8th grade:

38.1.1 Goals can only be scored from the opposition's half.

38.2 Mini Football to Youth Football 9th to 14th/15th grade:

38.2.1 IFAB Laws of the Game apply to scoring goals.

39 KICK-OFF

39.1 First Kicks to Mini Football 4th to 12th grade:

39.1.1 The opponents of the team taking the kick-off must be at least 5 metres from the ball until it is in play.

39.2 Youth Football 13th to 14th/15th grade:

39.2.1 IFAB Laws of the Game apply to kick-offs.

40 GOAL KICKS

40.1 First Kicks to Fun Football 4th to 8th grade:

40.1.1 A goal kick is taken when the ball goes out of play over the goal line.

40.1.2 The opposing team must retire to halfway.

40.1.3 Goal kicks are to be taken from the goal line as a pass in or dribble in.

40.2 Mini Football 9th to 12th grade:

40.2.1 A goal kick is taken when the ball goes out of play over the goal line and was last touched by the attacking team.

40.2.2 The opposing team must retire to the retreating line.

40.2.3 Goal kicks are to be taken from 5 metres out from the goal line for where the pitch has no markings.

40.3 Mini Football to Youth Football 13th to 14th/15th grade:

40.3.1 IFAB Laws of the Game apply to goal kicks.

41 GOALKEEPER DISTRIBUTION

41.1 Mini Football 9th/12th grade:

41.1.1 Goalkeepers can distribute the ball as a throw, roll or kick from the ground.

41.1.2 Goalkeepers may not kick out of their hands or drop-kick the ball.

41.1.3 The opposing team must retire behind the **retreating line**.

42 CORNER KICKS

42.1 First Kicks and Fun Football 4th to 8th grade:

42.1.1 No corner kicks.

42.1.2 Defenders deliberate kicking the ball over the goal line will be discouraged.

42.2 Mini Football 9th to 12th grade:

42.2.1 Corner kicks to be taken from the smaller size pitch's corner arc.

42.2.2 Opponents must remain at least 5 metres back from the corner arc until the ball is in play.

42.3 Youth Football 13th grade:

42.3.1 Corner kicks to be taken 5 metres from the point where the goal line meets the penalty area (approximately 21 metres).

42.4 Youth Football 14th/15th grade:

42.4.1 Corner kicks to be taken from a full-size pitch's corner arc.

43 FREE KICKS AND PENALTIES

43.1 First Kicks and Fun Football 4th to 8th grade:

43.1.1 All free kicks are indirect and there will be no penalty kicks.

43.1.2 Opponents must be at least 5 metres from the ball until the ball is in play.

43.2 Mini Football 9th to 12th grade:

43.2.1 Opponents must be at least 5 metres from the ball until the ball is in play.

43.2.2 Indirect free kicks can be awarded for any infringement of the retreating line.

43.2.3 Penalties may be awarded.

43.3 Mini Football to Youth Football 13th to 14th/15th grade:

43.3.1 IFAB Laws of the Game apply to free kicks and penalties.

44 OFFSIDE

44.1 First Kicks and Fun Football 4th to 8th grade:

44.1.1 There are no offsides.

44.1.2 **Deliberate offside play should be discouraged.**

44.2 Mini Football 9th/10th grade:

44.2.1 **The retreating line is used for offside, rather than the halfway line.**

44.3 Mini Football to Youth Football 11th to 14th/**15th** grade:

44.3.1 IFAB Laws of the Game apply to offsides.

45 THROW-INS

45.1 First Kicks and Fun Football 4th to 8th grade:

45.1.1 No throw-ins.

45.1.2 A kick in **or dribble-in** from where the ball went out will replace the throw-in. **The ball needs to be placed stationary on the line before the kick-in or dribble-in.**

45.1.3 A goal cannot be scored directly from a kick-in.

45.1.4 **Opponents must be at least 5 metres from the ball until the ball is in play.**

45.2 Mini Football 9th/10th grade:

45.2.1 Foul throws are to be retaken.

45.2.2 The referee can instruct the player on the correct way to throw-in.

45.3 Mini Football to Youth Football 11th to 14th/**15th** grade:

45.3.1 IFAB Laws of the Game apply to throw-ins.

46 PREMIER LEAGUE - STRUCTURE

46.1 All clubs have the right to enter and start with a maximum of two Premier League teams in any age grade.

46.2 A team's position in the premier league divisions will be determined by:

46.2.1 10th grade: One grading round, then one full round of competition before promotion/relegation.

46.2.2 11th to 14th/**15th** grade: League entries are based on where a team finished in the league the previous season.

46.3 10th **to 14th/15th** grade Premier Leagues will be made up of three divisions of eight teams **where possible.**

46.4 If any Premier League **division** has fewer than eight teams **or an uneven number of teams**, the Competition Manager may invite clubs to enter an **additional** team.

46.5 After round one:

46.5.1 The bottom two teams from division A and B will be relegated. The top two teams from division B and C will be promoted. Where a division has six (or less) teams, only one team will be promoted or relegated.

- 46.5.2 Points return to zero.
- 46.5.3 A second round of matches is played.
- 46.6 The Competitions Manager may identify teams that could need regrading up or down, but sit outside the regrading criteria, and offer a place into a different division, where the competitions structure allows.
- 46.7 If a team sits at the bottom or second to bottom of a 'Premier C' grade the Competitions Manager will offer a spot in a local league competition and look to offer their respective place to a local league team, where applicable.
- 46.8 Both teams are responsible for **entering and checking the result of their match in COMET** by 4.00pm on the day of the match.

47 PREMIER LEAGUE - COACHING

- 47.1 Mini Football 10th to 12th grade:
 - 47.1.1 Each team's coach must at least have a current NZF junior level 2 certificate.
- 47.2 Youth Football 13th to 14th/**15th** grade:
 - 47.2.1 Each team's coach must at least have a current NZF Youth Level 2 certificate. It is recommended that coaches have also completed the FIFA 11+ injury prevention course.
- 47.3 All Premier League teams must have an assigned coach in COMET.**

48 PREMIER LEAGUE - REFEREEING

- 48.1 Mini Football 10th to 12th grade:**
 - 48.1.1 Each team's referee must have completed an NZF Introduction to refereeing certificate.**
- 48.2 Youth Football 13th to 14th/**15th** grade:**
 - 48.2.1 Each team's referee must at least have a current NZF Level 1 certificate.**
- 48.3 All Premier League teams must have an assigned referee in COMET.**

49 PREMIER LEAGUE - EQUIPMENT

- 49.1 Mini Football to Youth Football 11th to 14th/**15th** grade:
 - 49.1.1 The home team will provide the following equipment for all league matches:
 - a Nets, corner flags, and match ball.

50 PREMIER LEAGUE - SUBSTITUTIONS

- 50.1 A maximum of:
 - 50.1.1 10th grade: 7 players and 3 substitutes.
 - 50.1.2 11th/12th grade: 9 players and 3 substitutes.
 - 50.1.3 13th to 14th/**15th** grade: 11 players and 5 substitutes.

- 50.2 Players and substitutes may be rolled on and off as required throughout the match with the referee's permission.

51 PREMIER LEAGUE - RE-GRADING OF PLAYERS

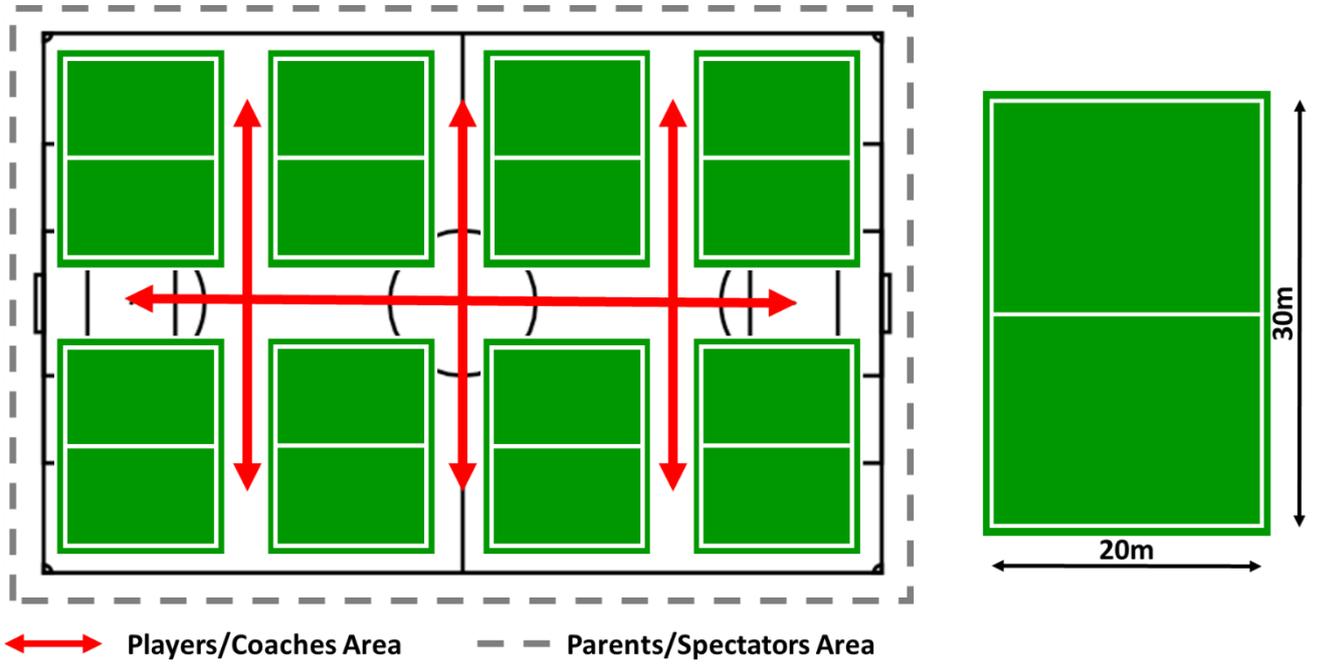
- 51.1 A maximum of two players may be re-graded to a lower division team, or local division team, from any Premier League team on any playing day, where absolutely needed.
- 51.2 Any player who has had dispensation to play in a higher age grade for more than five matches in a season cannot re-grade to their own age grade until the following season.
- 51.3 Where players play in a senior competition (for example, U17s) via dispensation **or as a player who turns 15 during the year (1 January to 31 December)** they are unable to be regraded into any junior competition without the prior consent of the Competition Manager.
- 51.4 Failure to comply with these regulations will result in a 3 – 0 win to the opposing team.

52 PREMIER LEAGUE - END OF SEASON TOURNAMENT DAY

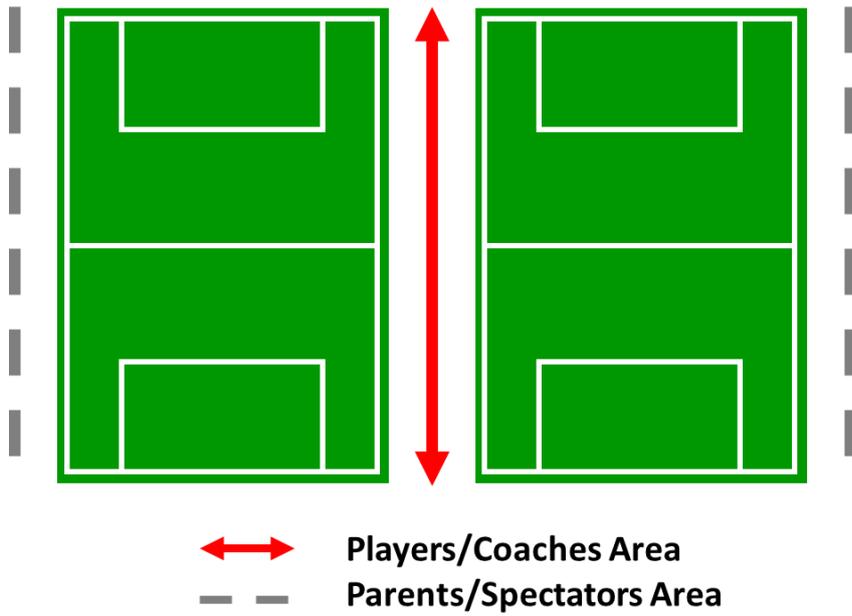
- 52.1 At the end of the final full round, the Competition Manager will organise a finals day for all teams entered into the 13th to 14th/**15th** grade Premier and Girls only Leagues. The tournament will only take place if there is time, with the league the priority to finish.
- 52.1.1 Premier A teams will compete for the Cup.
- 52.1.2 Premier B teams will compete for the Plate.
- 52.1.3 Premier C teams will compete for the Bowl.
- 52.2 If a tournament final score is equal:
- 52.2.1 Two halves of 5 minute will be played.
- 52.2.2 If scores are still equal, a penalty shoot-out will decide the result.

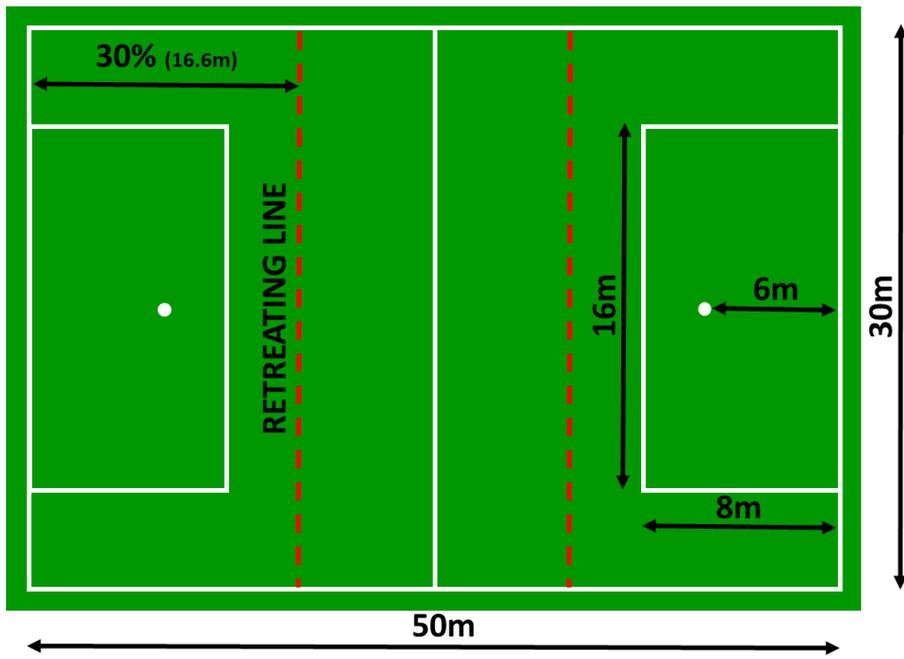
53 RECOMMENDED PITCH LAYOUTS

53.1 Fun Football 7th/8th grade:

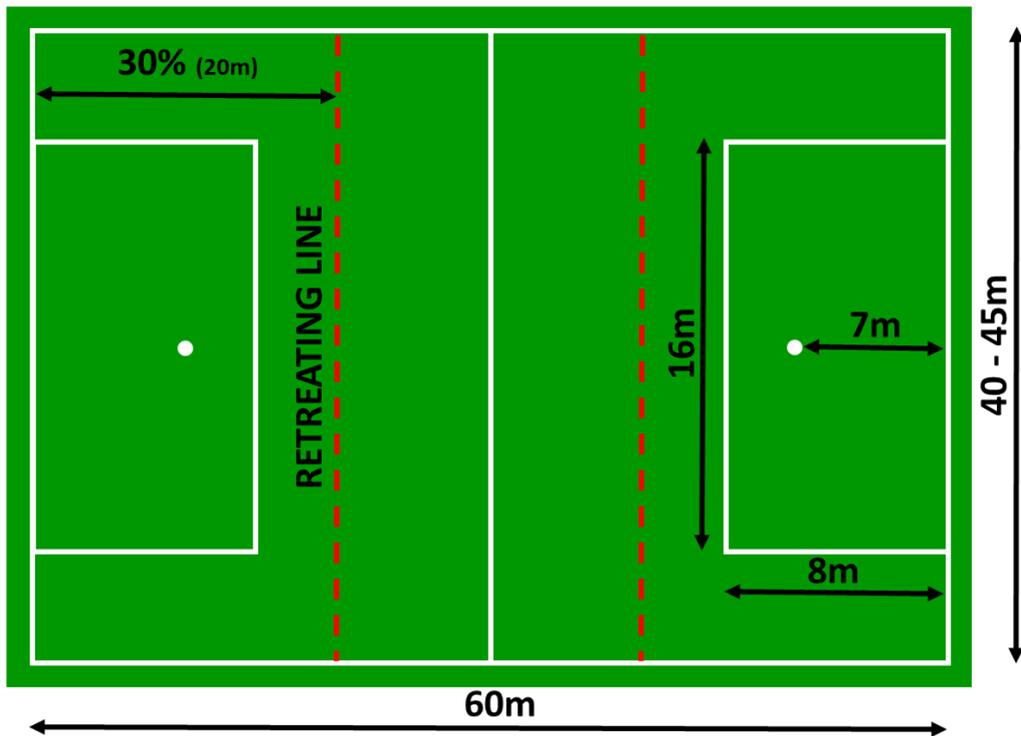


53.2 Mini Football 9th/10th grade:





53.3 Mini Football 11th/12th grade:



53.4 Youth Football 13th to 14th/¹⁵th grade: