



# Junior and Youth Playing Regulations 2011

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## NORTHERN FOOTBALL FEDERATION

[www.nff.org.nz](http://www.nff.org.nz)

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**NB:** These Regulations form part of the Rules of the No. 1 District Federation of New Zealand Football Inc., commonly known as Northern Football Federation (NFF). Northern Football Federation reserves the right to recant or alter these Regulations as circumstances warrant.

# Index

<u>Regulation</u>	<u>Page No.</u>
Appeals	5
Apendices	12
Ball Sizes	3
Cancellations	3
Coaches Code of Conduct	14
Coaching	3
Colours	3
Competitions	3
Corner Kicks	4
Defaults	4
Dispensations (player eligibility)	8
Dispensations (team)	11
Disputes	5
Fair Play	5, 12, 13, 14
Fair Play Promise	13
FIFA Fair Play Code	12
Fixtures	5
Fixture Changes	15
Game Duration	5
Game Results	6
Goal Kicks	6
Goal Sizes	6
Grades	7
Laws of the Game	7
Offside	7
Penalty Kicks	7
Pitch Sizes	7
Player Eligibility	8
Playing Down	8
Playing Numbers	9
Playing Up	9
Postponements	3, 15
Protests	5
Refereeing	9
Representative Players	10
Safety	10
Spectators	10
Substitutes	11
Throw-Ins	11

# NORTHERN FOOTBALL FEDERATION

## Junior & Youth Playing Regulations

### 1 : BALL SIZES

5 <sup>th</sup> to 8 <sup>th</sup> Grades	Size 3
9 <sup>th</sup> to 13 <sup>th</sup> Grades	Size 4
14 <sup>th</sup> to 17 <sup>th</sup> Grades	Size 5.

### 2 : CANCELLATIONS and POSTPONEMENTS

For cancellation, postponement and fixture changes information and protocols see Appendix 4. This information is also available on the NFF website: [www.nff.org.nz](http://www.nff.org.nz).

### 3 : COACHING

Coaching is not permitted on the field of play (other than for Fun Football) nor from behind the goal-line. (Coaches Code of conduct to be strictly observed. See Appendix 2).

Club coaches are required to have completed New Zealand Football's Small Whites Award or the Introduction to Coaching Award, as a minimum qualification, within one (1) year of having commenced Club coaching.

### 4 : COLOURS

In the event of shirt colours clashing, the away team (the team named second on the draw) is responsible for providing and playing in shirts of their club's registered alternate colours or in shirts that do not clash with the registered colours of the home team.

The home team must play in the registered main colours of their club unless a change is agreed to by the away team.

It is expected that Junior or Youth teams, including goalkeepers, change shirts only and are not required to change shorts and socks that may clash with those of the home team.

Under the Laws of the Game, if undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt. If undershorts are worn, they must be the same main colour as the shorts.

### 5 : COMPETITIONS

#### League Competitions

Three points are awarded for a win, one point for a draw, no points for a loss.

If two or more teams finish on the same number of points at the completion of a round or competition, the following is used to determine the finishing order in competitions:

- (i) Goal Difference – subtract the goals conceded from the goals scored; then
- (ii) Goals Scored – if Goal Difference is the same the team scoring the most number of goals is ranked higher; then
- (iii) Results – if Goal Difference and Goals Scored are the same, the season's competition result(s) between the teams are taken into account.

If the result(s) between the teams (wins, then aggregate scores) are the same then the teams shall be declared joint winners.

## Knockout Competitions

If knockout games end in a draw, no extra time is played, the result is decided by kicks from the penalty mark.

- The referee chooses the goal at which the kicks will be taken;
- The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or the second kick.
- The referee keeps a record of the kicks being taken;
- Subject to the conditions outlined below, both teams take five kicks;
- The kicks are taken alternately by the teams;
- If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken;
- If, after both teams have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks;
- A goalkeeper who is injured while kicks are being taken from the penalty mark and is unable to continue as goalkeeper may be replaced by a named substitute provided his team has not used the maximum number of substitutes permitted under the competition rules;
- With the exception of the foregoing case, only players who are on the field at the end of the game, which includes extra time where appropriate, are allowed to take kicks from the penalty mark;
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick;
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken;
- Only the eligible players and game officials are permitted to remain on the field of play when kicks from the penalty mark are being taken;
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle;
- The goalkeeper who is the team-mate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
- Unless otherwise stated, the relevant Laws of the Game and International FA Board Decisions apply when kicks from the penalty mark are being taken.
- When a team finishes the game with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents and inform the referee of the name and number of each player excluded. The team captain has this responsibility.
- Before the start of kicks from the penalty mark the referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks.

Any changes to knockout rules for a knockout competition can only be used if confirmed in writing by NFF prior to the commencement of the competition or a particular fixture.

## 6 : CORNER KICKS

5 <sup>th</sup> to 12 <sup>th</sup> Grades	On any reduced size pitch, taken from the corner of the pitch.
13 <sup>th</sup> Grade	Short corners, taken on the goal-line 4 metres out from the penalty box towards the touch line.
14 <sup>th</sup> to 17 <sup>th</sup> Grades	Full corners, taken from the corner arc.

## 7 : DEFAULTS

Any team intending to default a game must inform the appropriate NFF Competitions Manager as early as possible during the week prior to the game, and no later than 10am Friday prior to a weekend game or no later than 10am of the day prior to a weekday game.

Any Junior or Youth team that defaults a NFF game will incur a fine, charged to the defaulting team's Club as:

- No fine if the default is notified by 12pm the day prior to the game;
- \$25 if the default is notified after 12pm the day prior to the game;
- \$50 if the default is not notified prior to the scheduled kick off time for the game.

In all default cases a 3-0 win will be awarded to the scheduled opponents of the defaulting team.

Any team defaulting two games in succession, or three games at intervals in any one season shall, unless decided otherwise by the NFF Competitions Manager to have withdrawn from the competition. If withdrawn for any reason a Club is able to apply for reinstatement of the team.

If a team is permanently withdrawn from a competition, the NFF Competitions Manager will decide if all competition results involving that team are deleted or if the remaining scheduled games in the competition are to be awarded to the scheduled opposition as default wins.

Any team withdrawing from, or withdrawn from, NFF competitions will incur for their Club a fine of up to \$50.

## **8 : DISPUTES, PROTESTS, APPEALS**

All disputes\* and protests will be dealt with by NFF or its appointees in accordance with NZ Football Rules and Regulations. Protests must be in writing and endorsed by the Club Secretary or the Chairman / President (on official Club letterhead) and two copies must be delivered to the appropriate NFF office no later than three (3) days following the day of the game or incident. A copy of the information submitted will be sent by NFF to the Secretary of the club subject to the dispute, protest or appeal.

A NFF Club or Member has the right of appeal to the NFF Board against any ruling of the Competitions Manager.

All protests and appeals must be accompanied by payment of a fee of \$100 plus GST. The appeal fee will be refunded if the appeal is successful.

\*It is the Federation's intention that disputes are discussed between the protagonists and for the Federation to only become involved in the case of serious complaints or where the two parties are unable to sort out a solution satisfactory to both parties.

## **9 : FAIR PLAY**

Fair Play Codes of Conduct apply to all players, coaches and spectators (see Appendix 1).

## **10 : FIXTURES**

All Junior and Youth fixtures shall be played at such time and upon such grounds as directed by the NFF Competitions Manager, and both teams, having not less than **nine** (9) players present on the pitch for Youth games, must be prepared to start the game within 10 minutes of the set time. For small-sided games the minimum team numbers are: seven (7) players for 9-a-side games; five (5) players for 7-a-side games; four (4) players for 5-a-side games.

Requests to change fixture details must be advised in writing to the NFF Competitions Manager no less than fourteen (14) days prior to the set date of the fixture unless there are exceptional circumstances (e.g. inclement weather, pitch closure).

Clubs are responsible for ascertaining the time and venue of their team's fixtures. All travelling expenses shall be the responsibility of the individual competing Club.

## **11 : GAME DURATION**

### **JUNIORS**

#### **First Kicks**

5<sup>th</sup> & 6<sup>th</sup> Grades                      2 x 15 minute halves                      + max 5 minute half-time

#### **Fun Football**

7<sup>th</sup> & 8<sup>th</sup> Grades                      2 x 20 minute halves                      + max 5 minute half-time

For the purpose of ground allocations for older grades, in-house First Kicks and Fun Football programmes must be concluded by 10am on Saturday mornings. Written permission must be obtained from NFF to run in-house programmes past 10am.

## Mini Football

### Mixed & Girls-only

9<sup>th</sup> to 12<sup>th</sup> Grades      2 x 25 minute halves      + max 5 minute half-time

## YOUTH

### Mixed

13<sup>th</sup> Grade      2 x 27.5 minute halves      + max 5 minute half-time

14<sup>th</sup> Grade      2 x 35 minute halves      + max 5 minute half-time

15<sup>th</sup> & 17 Grades      2 x 40 minute halves      + max 5 minute half-time

### Girls-only competitions

11<sup>th</sup> & 12<sup>th</sup> Grades      2 x 25 minute halves      + max 5 minute half-time

13<sup>th</sup> & 14<sup>th</sup> Grades      2 x 27.5 minute halves      + max 5 minute half-time

14<sup>th</sup> Grade      2 x 27.5 minute halves      + max 5 minute half-time

15<sup>th</sup> Grade      2 x 35 minute halves      + max 5 minute half-time

17<sup>th</sup> Grade      2 x 40 minute halves      + max 5 minute half-time

### **All games must start and finish on time.**

If a game starts late the time available must be divided into two equal halves, with allowance for a half-time break in order to finish on time and not hold up the start of the next game. No injury time is to be played if a game is shortened.

Coaches and managers must ensure players vacate the pitch immediately at the end of a game in order not to hold up the start of the next game. Handshakes, player of day awards, etc, must be conducted off the pitch.

## **12: GAME RESULTS**

Opposing coaches and/or team officials must agree on the final score at the conclusion of the game, and immediately advise their Club Secretary (or nominated authority) accordingly.

Clubs must advise results for all of their Junior and Youth teams to the appropriate NFF office by no later than 9.00am of the Monday following the fixture. Junior and Youth weekend results are available on the NFF website by 5:00pm on the Monday (unless the result has not been received or the result is in dispute). Failure to advise results will attract a fine for the team's Club for each offence of \$20.00.

Any dispute over a result must be notified to the NFF Competitions Manager by the Friday following the game otherwise the result as published stands unless a dispute remains unresolved in which case the decision of the NFF Competitions Manager will be final.

## **13 : GOAL KICKS**

Normal goal kick rules apply except in the 9<sup>th</sup> grade and below where the ball may be picked up by the goalkeeper and kicked from his/her hands or kicked from the ground.

## **14 : GOAL SIZES**

5<sup>th</sup> to 8<sup>th</sup> Grades.      Maximum 2m x 1m (large cones can be used).

9<sup>th</sup> to 12<sup>th</sup> Grades.      Maximum 4m x 2m (minimum 3.8m x 1.9m).

13<sup>th</sup> to 17<sup>th</sup> Grades.      Full size goals (7.32m x 2.44m).

### **NB: All portable goals must be securely anchored to the ground.**

## 15 : GRADES

Players are grouped by age. The player's age on their birthday during the current season's calendar year (1 January to 31 December inclusive) determines the grade for that year, i.e. a 10<sup>th</sup> Grade player turns 10 during the calendar year.

<b>JUNIORS:</b>	<b>First Kicks</b>	5 <sup>th</sup> & 6 <sup>th</sup> Grades
	<b>Fun Football</b>	7 <sup>th</sup> & 8 <sup>th</sup> Grades
	<b>Mini Football</b>	9 <sup>th</sup> to 12 <sup>th</sup> Grades

**YOUTH:** 13<sup>th</sup> to 17<sup>th</sup> Grades.

First Kicks, Fun Football and Mini Football 9<sup>th</sup> & 10<sup>th</sup> Grade games are semi-competitive, primarily for the development of skills. Results are required to be submitted to NFF for grading purposes and determining the make-up of the Divisions. League tables are not published and championships are not awarded.

For 11<sup>th</sup> to 17<sup>th</sup> Grades the competition is conducted in graded divisions, the make-up of which may be altered during the season depending on grading round results. Divisions within each grade, 11<sup>th</sup> to 17<sup>th</sup> Grades inclusive, are ranked, highest to lowest, as: First, Second, Third, Fourth, etc.

First to Third Divisions are for top ranked players/competitive teams within each club. Fourth Divisions and below are for lower ranked players/teams.

The Divisions comprise eight or ten teams wherever possible. The Divisions are filled from the top down, i.e. First Division to have full complement of teams before the Second Division is filled and so on.

## 16 : LAWS OF THE GAME

FIFA Laws of the Game apply unless modified in NFF Rules and Regulations.

## 17 : OFFSIDE

FIFA Laws of the Game apply except:

6 <sup>th</sup> & 7 <sup>th</sup> Grades	The offside rule is not applied, however referees and/or coaches should utilise any opportunity to give instruction to players, particularly to curb blatant offside and goal-tending*,
8 <sup>th</sup> to 10 <sup>th</sup> Grades	Players should be penalised for blatant offsides (including goal-tending) and referees and/or coaches should utilise any opportunity to give instruction to players who are blatantly offside.

\*Goal-tending – A player is not permitted to remain standing in or near a goal waiting for the ball. This also applies to players defending their own goal, i.e. acting as a "goalkeeper".

## 18 : PENALTY KICKS

9 <sup>th</sup> to 10 <sup>th</sup> Grades.	Taken 7 metres out from the centre of the goal.
11 <sup>th</sup> to 12 <sup>th</sup> Grades.	Taken 8 metres out from the centre of the goal.
13 <sup>th</sup> to 17 <sup>th</sup> Grades.	Taken from the penalty mark on the pitch (11 metres out).

## 19 : PITCH SIZES

5 <sup>th</sup> & 6 <sup>th</sup> Grades	25m x 15m (1/8 pitch)
7 <sup>th</sup> & 8 <sup>th</sup> Grades	50m x 30m (1/4 pitch)
9 <sup>th</sup> & 10 <sup>th</sup> Grades	65m x 45m (1/2 pitch)
11 <sup>th</sup> & 12 <sup>th</sup> Grades	80m x 55m (3/4 pitch – Minimum is 70m x 48m).
13 <sup>th</sup> to 17 <sup>th</sup> Grades	100m x 60m* (Full pitch)

The scaled pitch dimensions are both approximately relative to an area of a full pitch and are recommended maximums. \*FIFA stipulates a pitch length of 90m to 120m, and width of 45m to 90m. The pitch must be rectangular. NFF standard for a full size pitch is 100m long by 60m wide.

## **20 : PLAYER ELIGIBILITY**

Players participating in NFF or NFF affiliated-Club competitions must be a registered member of a Club affiliated to NFF.

A player always retains the right to be registered in the correct grade for their age.

Girls playing in mixed gender competitions can play down one grade as of right. However for girls playing in all-girls competitions, all of this Regulation (20) applies.

However, any team may be made up to full strength by players registered with the opposing team by mutual agreement of the two teams. If it is agreed that players from the opposing team will be used, unless the game has already been forfeited due to a default situation, the result for the game stands and counts towards the competition.

When a Club has two or more teams in the same division of a competition, they will for the purposes of the competition, be considered to be completely separate teams, requiring NFF approval to change players between the teams.

Players transferring between Clubs must have satisfied all obligations to the Club they are leaving. The player's new club must contact the player's old club in writing, by email or via GoalNet and receive a clearance in writing, by email or via GoalNet, before the player can commence playing for the new club. NFF may, at its sole discretion, prevent players in breach of this requirement, from participating in any NFF competition.

Players transferring between Clubs during the course of a playing season (1<sup>st</sup> April to 30<sup>th</sup> September) must have NFF written approval. Players are also subject to NZF Regulation 5 (Status of Players) with particular regard to NZF 6(f) and 6(h).

*NZF Regulation 6(f): No clearance for transfer shall be allowed for any player, coach, or player-coach by any club, irrespective of its status in National, Regional or Federation football, between 2<sup>nd</sup> July and 30<sup>th</sup> September in any season.*

*NZF Regulation 5.3(h): A transfer may be considered between these dates when a player can show that because of circumstances beyond his control, he is obliged to change his place of residence a distance greater than fifty (50) kilometres.*

## **PLAYING DOWN**

A player can only play down one grade and must have the written approval of NFF. The NFF Player Dispensation Request form is to be used.

The maximum number of dispensations per team is limited to three (including players playing up) unless further dispensations are granted, i.e. a whole team playing down or special circumstances as approved by NFF.

Grading of First Kicks and Fun Football players (up to and including 8<sup>th</sup> Grade) is at the discretion of individual clubs.

Generally, dispensations will only be approved for players to play down a grade for practical reasons, e.g. :

- When there is a genuine need through insufficient numbers to form a team, or
- Lower level players with birthdays close to the cut-off date, or
- Lower level players who are a year behind their age-group at school, or
- Lower level players small of stature, or
- Players with disabilities.

No dispensations will be given for Inter-Federation League (e.g. Metropolitan Youth League) players to play down a grade. Generally, dispensations will not be approved for players to play down a grade in a Local League First Division team.

No team can play players registered in a higher grade or from a team in a higher division within the grade, on a casual basis, unless by agreement with the opposition team's coach.



## **PLAYING UP**

A player may only play up one grade in the 9<sup>th</sup> to 14<sup>th</sup> Grades inclusive and must have the written approval of the NFF, in consultation with New Zealand Football if applicable. The NFF Player Dispensation Request form is to be used.

The maximum number of dispensations per team is limited to three (including players playing down) unless further dispensations are granted, i.e. a whole team playing up or special circumstances as approved by NFF.

Grading of First Kicks and Fun Football players (up to and including 8<sup>th</sup> Grade) is at the discretion of individual clubs.

Generally, dispensations will only be approved for players to play above the correct grade for their age in exceptional circumstances or for exceptionally skilled players or for practical reasons, e.g. :

- When there is a genuine need through insufficient numbers to form a team, or
- Lower level players with birthdays close to the cut-off date, or
- Players who are a year ahead of their age group at school.

For exceptionally skilled players the following criteria will be looked at:

- Can the player cope physically, and
- Can the player cope physiologically, and
- Is the player's safety at risk, and
- Can the player cope technically and tactically.

Once a dispensated player has played three times in a higher grade during the season, they are automatically considered to be upgraded to the higher grade and can only return to play in a lower grade during that season with written NFF approval.

However this does not apply for a player from a Local League (e.g. Harbour-Waitakere, Whangarei or Far North Leagues) playing as a genuine casual reserve for a team playing in an Inter-Federation League (e.g. Metropolitan League).

Inter-Federation League or Local League First Division players can only play for the team with which they are registered or a higher grade Inter-Federation or Local League First Division team.

No team can play more than three players registered in a lower grade or from a team in a lower division within the grade, on a casual basis, unless by agreement with the opposition team's coach.

## **21 : PLAYING NUMBERS**

The number of players per team must be strictly adhered to unless exempted in writing by NFF:

5 <sup>th</sup> & 6 <sup>th</sup> Grades	3 or 4 or 5-a-Side	<b>(no goalkeepers, no exceptions)</b>
7 <sup>th</sup> & 8 <sup>th</sup> Grades	5-a-Side	<b>(no goalkeepers, no exceptions)</b>
9 <sup>th</sup> & 10 <sup>th</sup> Grades	7-a-Side (including goalkeeper)	
11 <sup>th</sup> & 12 <sup>th</sup> Grades	9-a-Side (including goalkeeper)	
13 <sup>th</sup> to 17 <sup>th</sup> Grades	11-a-Side (including goalkeeper).	

## **22 : REFEREEING**

Any person agreed to by both teams who referees a Junior or Youth game is recognised under FIFA Laws of the Game as the official referee for that game.

If no official referee is appointed by NFF, the referee should be supplied by the HOME CLUB from teams playing the game after or before – **not** parents/coaches/ players of the game being played. Clubs should encourage qualified referees from their club to be present at Junior and Youth games to assist and support nominated referees.

In the event of no referee available as above, the HOME team must provide a referee for the first half, the AWAY team for the second half. The Home team is the team listed first in the draw.

### 23: REPRESENTATIVE PLAYERS

A District or Federation Representative player, is one who has been officially selected by the Federation, and is a registered Club member within the Federation District and has met the requirements of the Federation's Regional Training centre.

A player remains a Representative player until the end of the tournament or trial/practice game they have been selected for.

Any player selected for a District or Federation Representative team must upon request supply a copy of documented proof of their date of birth to be held in the NFF office.

Clubs have the responsibility to nominate prospective trialists, and to ensure that they are of the correct age group.

Club teams may, upon written request, be granted dispensation from playing a scheduled Club competition fixture, if the team has three (3) or more players required for representative duty, on the same day. Not less than seven (7) days notice shall be given to Clubs for players required for representative trials, games or Tournaments, except in the case of players called up as replacements due to injury, illness or injury.

***Note: Northern Football Federation does not support or condone the practice of Junior and Youth player migration from one Club to another, whereby players perceive better opportunities exist to be selected for age group Representative squads. The player identification and development process is designed to provide each and every player with equal opportunity.***

### 24 : SAFETY

#### Players must:

1. Wear shin guards at all times whilst playing, and ensure that they are covered entirely by the player's socks.
2. Not use equipment or wear anything that is dangerous to himself/herself or another player, including any kind of jewellery. (Particular attention is drawn to boot studs).

#### Teams must:

1. Carry a first aid kit.
2. Utilise bottled water (not communal buckets).
3. Have cell phone access to emergency services.

#### Clubs must:

Ensure that all club equipment meets adequate safety standards, including portable goals being anchored securely to the ground and corner posts (non-pointed) being no less than 1.5m high.

### 25 : SPECTATORS

NFF is under obligation to adhere to the ground usage protocols of the City and District Councils within its boundaries. Accordingly spectators must stand at least two (2) metres back from the sidelines or behind roped or permanent barriers.

Spectators/Coaches are not permitted to stand behind the goal or on the goal-line.

On half size pitches, spectators are not permitted on the touchline that is formed by the halfway line of the full size pitch. The only person permitted on the halfway line of the full size pitch is the Assistant Referee (lines person).

Spectators are not allowed on the field of play before, during or after any game. The only exceptions are, at the request of the referee, assistant referees (linesmen) or team/official first aid personnel.

Where games are being played on reduced sized pitches, contained within a larger senior pitch, spectators must remain well outside the sidelines of the larger pitch area. This requirement will ensure unnecessary damage does not occur to the main pitch area.

Referees have absolute discretion to not commence a game until these requirements are complied with. Spectators breaching this regulation could cause their team to forfeit the game and for a repeat breach the team being stood down or withdrawn from the competition.

## **26 : SUBSTITUTES**

In all Junior and Youth grades, a maximum of three 'rolling' substitutions is allowed.

Substitutions must always be made from the halfway.

## **27 : TEAM DISPENSATIONS**

Dispensation from playing scheduled NFF competition games is not automatic.

Clubs seeking dispensation for teams playing scheduled League or Cup games due to other commitments (e.g. participating in local, regional or overseas Tournaments; school camps etc) must apply in writing as far ahead as possible.

For overseas Tournaments, this should occur by the 1<sup>st</sup> March in the intended year of travel, and include detailed travel plans.

In addition, FIFA requires teams travelling overseas to have approval from their National Association (New Zealand Football). This is obtained by the travelling team's Club applying in writing to the NFF no later than three months prior to the intended departure date.

Teams including Regional or National Talent Centre players and/or guest players from other Clubs, must strictly observe that RTC and NTC players have an absolute priority commitment to NFF and New Zealand Football.

Guest players must have the written permission of their own Club, in order to participate as an invitee in another Club's team.

## **28 : THROW-INS**

FIFA Laws of the Game apply except:

5<sup>th</sup> to 8<sup>th</sup> Grades      Throw-ins are not used. The ball is placed on the ground at the point where it went over the sideline and is kicked into play. Players on the pitch must stand back at least one (1) metre from the ball being kicked back into play.

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**Appendix 1****FIFA FAIR PLAY** *For the Good of the Game, Always . . .*

1. Play to win.
  2. Play fair.
  3. Observe the Laws of the Game.
  4. Respect opponents, team-mates, referees, officials and spectators.
  5. Accept defeat with dignity.
  6. Promote the interests of football.
  7. Reject corruption, drugs, racism, violence and other dangers to our sport.
  8. Help others to resist corrupting pressures.
  9. Denounce those who attempt to discredit our sport.
  10. Honour those who defend football's good reputation.
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## Appendix 2

### THE FAIR PLAY PROMISE

#### **PLAYERS**                    *Good Sport is about Positive Attitude. You've got the right attitude . . .*

- Play by the rules.
- Never argue with an official.
- Work hard to do your best at all times.
- Turn up to practice.
- Be a good sport and recognise good players and good plays by all involved.
- Remember to thank your coach, the officials, the opposition and supporters.
- Help others in your team when you can.
- Avoid putting people down or bullying them.
- Always give it heaps and don't get ugly.

#### **OFFICIALS**                    *Good Sport is about Positive Attitude. You can set the right tone and help make the game a success . . .*

- Control the game in a fair and positive manner.
- Be consistent and fair in your decisions.
- Modify your approach to suit the participants' level of ability.
- Help players understand the rules by explaining decisions where appropriate.
- Do what you can to make sure everyone enjoys the game, including yourself.
- Encourage Fair Play and do not tolerate foul play of any kind. Always be firm and friendly.

#### **COACHES**                    *Good Sport is about Positive Attitude. As a coach you set the standards . . .*

- Set personal behaviour standards for yourself, and those you coach, to follow.
- Give each player the same amount of attention and time.
- Provide every player with the same opportunities to play the game.
- Never argue with the referee, or make excuses for losing and never cheat.
- Always be positive. Never shout at or ridicule players.
- Respect players' efforts regardless of whether you have won or lost.
- Encourage respect for the opposition and officials.
- Keep winning and losing in perspective with personal challenge and enjoyment.

#### **SUPPORTERS**                    *Good Sport is about Positive Attitude. You can set the right tone and help make the game a success . . .*

- Respect that people are involved in sport for fun and enjoyment.
- Support good play and applaud good performance from all competitors.
- Attempt to understand the rules of the game.
- Learn the difference between supportive and abusive comments and rule out the latter.
- Accept the decisions of officials and coaches.
- Display self-control on the sideline. Always be positive. Never shout at or ridicule players.
- Show your appreciation to people who volunteer their time to make sport happen.
- Remember that we are all capable of making mistakes.

#### **PARENTS**                    *Good Sport is about Positive Attitude.*

#### **CAREGIVERS**                    *You can set the right tone and help make the game a success . . .*

- Encourage your child, and other people's children, in their efforts in sport.
- Insist that your child plays within the rules and by the principles of Fair Play.
- Respect your child's efforts the same, regardless of whether s/he has won or lost.
- Display self-control on the sideline. Always be positive. Never shout at or ridicule players.
- Watch your child play and let him/her enjoy the game.
- Show your appreciation to people who volunteer their time so your child can play and practice.
- Remember your child plays sport for his/her reasons, not yours.
- Be a positive role model for your child.
- Never place undue pressure on your child to play or perform.
- Make an effort to understand the rules of the game.

## **COACHES CODE OF CONDUCT**

### **for Midget, Junior, and Youth Coaches**

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**The following information is intended as a Guideline for Coaching at Junior Levels**

**How can we make the game more enjoyable for the Boys and Girls we Coach?**

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- \* Accept Referees decisions
- \* Concentrate on positive comments, rather than the accuracy of the Referee's decisions
- \* Be positive: avoid disputes with officials during games
- \* Remain calm
- \* During games let players make decisions
- \* Be firm with parents
- \* Discourage unfair gamesmanship
- \* Teach skills and good techniques
- \* Where applicable, let the game teach
- \* Delegate responsibilities
- \* Keep lines of communication with parents open and honest
- \* Attend Coaching Courses to learn the most effective way of conducting sessions
- \* Make sure you have enjoyment as well as your players
- \* Give good guidance to parents and players alike
- \* Set realistic goals
- \* Ensure equal opportunity exists amongst players
- \* Develop all players through active participation



# Postponement / Fixture Change Policies

## for Junior / Youth / Senior Fixtures

### 1 : CHANGES

Changes to CONFIRMED\* weekend fixtures are published on the website and emailed to Clubs by 3pm on Fridays.

\* Unless otherwise informed, Fixtures are Confirmed on the website as at 5pm on the Monday prior to the fixture.

### 2: LATE CHANGES

Changes made to a specific CONFIRMED weekend fixture after 3pm on a Friday will be advised to the Club's nominated Fixtures Officer by phone.

### 3 : BLANKET POSTPONEMENTS

Only blanket postponement messages are broadcast on the radio (e.g. all Junior and Youth or all football) after 7am on the day. These blanket messages are also available via voice message:

LEAGUES	RADIO STATION	VOICE MESSAGE
NFF Men's / Women's Metropolitian Youth Girls Combined Harbour/Waitakere Youth Small Whites Junior Western Fun Football	<b>Newstalk ZB</b> 1080 AM 89.4 FM	Phone (09) 414 3694
NFF Men's / Women's Northland Men's / Women's Northland Youth Whangarei Junior / Youth Whangarei Midgets Far North Junior	<b>Radio Northland</b> 729 AM <b>More FM</b> Dargaville 92.4 Whangarei 90.3 Kerikeri 91.6 Bay of Islands 93.7	Phone (09) 437 7294

### 4 : FIRST KICKS & FUN FOOTBALL

Unless under NFF competitions management (e.g. Western or Whangarei Fun Football) individual clubs run their own First Kicks and Fun Football programmes (up to and including 8<sup>th</sup> Grade) and are responsible for notifying their changes / postponements to their participating teams.

Only these Clubs are part of the NFF Fixtures Management System for Midgets:

- **Western Fun Football:** Glen Eden, Oratia United, Ranui Swanson, Waitemata, West Auckland.
- **Whangarei First Kicks** (5<sup>th</sup> & 6<sup>th</sup> Grades) and **Fun Football** (7<sup>th</sup> & 8<sup>th</sup> Grades) at Kensington Park.
- **Far North Junior League:** Clubs playing in the 7<sup>th</sup> and 8<sup>th</sup> Grade competitions.

First Kicks and Fun Football teams from all other Clubs not listed above should liaise with their Club re their Changes / Postponements policy.

**However a blanket postponement (cancellation) of all Junior football applies to all Clubs, not just those listed above.**