



# Senior Playing Regulations 2012

Last updated 1 June 2012

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## NORTHERN FOOTBALL FEDERATION

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

[facebook.com/northernfootballfederation](https://facebook.com/northernfootballfederation)

### Head Office & Waitakere / Harbour / Rodney Districts Admin Office:

Office: Lion Foundation House, North Harbour Stadium, Stadium Drive, Albany, Auckland  
Post: PO Box 300 537, Albany, Auckland 0752  
Phone: (09) 414 3690 Fax: (09) 414 3691 **RESULTS LINE: (09) 414 3695**

### Competitions Management

<b>Seniors</b>	<b>Terry Hobin</b>	<b>Competitions Manager</b>	Email: <a href="mailto:terry.hobin@nff.org.nz">terry.hobin@nff.org.nz</a> Phone: (09) 414 3694 Mobile: 021 795 070
<b>Juniors / Youth</b>	<b>Kevin Forde</b>	<b>Competitions Officer</b>	Email: <a href="mailto:kevin.forde@nff.org.nz">kevin.forde@nff.org.nz</a> Phone: (09) 414 3695 Mobile: 021 795 072
<b>Misconduct</b>	<b>Claire Hamilton</b>	<b>Competitions Admin</b>	Email: <a href="mailto:claire.hamilton@nff.org.nz">claire.hamilton@nff.org.nz</a> Phone: (09) 414 3696

### Northland / Far North Districts Administration Office

Office: ASB Leisure Centre, Kensington Park, Western Hills Drive, Whangarei  
Post: PO Box 300 537, Albany, Auckland 0752  
Phone: (09) 437 7294 Fax: (09) 427 7394

<b>Northland</b>	<b>Dave Alabaster</b>	<b>Development Officer</b>	Email: <a href="mailto:dave.alabaster@nff.org.nz">dave.alabaster@nff.org.nz</a> Phone: (09) 437 7294 Mobile: 021 795 073
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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.

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## SENIOR PLAYING REGULATIONS

### 1.0 COMPETITIONS

- 1.1 In all Northern Football Federation (NFF) League competition games, three (3) points shall be awarded for a win, one (1) point for a draw and zero (0) points for a loss.
- 1.2 A team's accumulated points shall govern all championship, promotion and/or relegation outcomes for each season, or in the case of a tie, goal difference and if still level, the higher number of goals scored, and if still level the League result(s) between the two teams (wins, then aggregate scores), shall be the deciding factors.
- 1.3 Except where Federation-modified playing regulations apply (see 1.4), FIFA Laws of the Game apply in all competitions, i.e. for all NFF Men's and Women's competitions (League and Cup/Knockout games), a maximum of three substitutes are allowed with a game duration of 2 x 45 minute halves with a maximum halftime break of 10 minutes.
- 1.4 **NFF Federation-Modified Regulations**

In competitions where Federation-modified playing regulations allow rolling substitutes, a maximum of three (3) rolling substitutes are permitted (See Schedule B) except in Masters competitions only where a maximum of five (5) rolling substitutes are permitted.

#### Over 35s – Underage goalkeeper

In Masters Over 35s competitions teams may play a goalkeeper who is under 35 but not under 30. The underage goalkeeper must attain the age of 30 or older during the current season\*. The underage goalkeeper is not permitted to play as an outfield player. The underage goalkeeper must be marked with an asterisk on the team card for every game and NFF advised of the underage goalkeeper's name. The underage goalkeeper cannot be replaced with another underage goalkeeper without the prior written permission of NFF.

#### Over 40s – Underage goalkeeper

In Masters Over 40s competitions teams may play a goalkeeper who is under 40 but not under 35. The underage goalkeeper must attain the age of 35 or older during the current season\*. The underage goalkeeper is not permitted to play as an outfield player. The underage goalkeeper must be marked with an asterisk on the team card for every game and NFF advised of the underage goalkeeper's name. The underage goalkeeper cannot be replaced with another underage goalkeeper without the prior written permission of NFF.

#### Over 40s – Additional Underage outfield players

In addition to the underage goalkeeper, in Masters O40s competitions teams may play two outfield players who are under 40 but not under 35. The underage outfield players must attain the age of 35 or older during the current season\*.

The underage players must be marked with an asterisk on the team card for every game and NFF advised of the underage players' names. The underage players cannot be replaced with other underage players without the prior written permission of NFF.

\*Current season ends on 30 September.

### 1.5 **NFF Cup (Knockout) Competitions**

In all NFF Cup competition games, FIFA Laws of the Game apply, except where noted below.

All first round Cup competition losers are automatically entered into the appropriate Plate competition, except where noted that there is no Plate competition for a particular Cup. See 1.6 for Plate competition regulations.

## **NFF Men**

### **MEN's FEDERATION ONE CUP (16 teams)**

*(All NFF Conference teams plus Northland Premier\* and NFF First Division\* teams)*

*\* Top 2 Northland Premier teams from previous season, plus NFF First Division teams by invitation as per standings at end of current season's first round robin of League games.*

*If less than 16 entries, then invitations can be extended to other Northland Premier teams as per previous season's final League standings.*

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner if still tied at the end of extra time.

**Rolling substitutes are permitted.**

### **MEN's RESERVES CUP**

*(for NFF Conference Reserve teams & other Reserve teams on invitation or application)*

If tied at fulltime, **NO** extra time (apart from the Final, see below).

Penalty kicks are used to decide the winner if tied at fulltime.

Rolling substitutes are permitted.

In the Final only, if tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner of the Final if still tied at the end of extra time.

### **MEN's SECOND DIVISION CUP (16 teams)**

*(for NFF Second Division teams plus the number of First and/or Third Division teams required to make the competition up to a maximum of 16 teams.*

*Third Division teams selected as per standings at the end of the current season's first round robin of League games).*

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner if still tied at the end of extra time.

Rolling substitutes are permitted.

### **MEN's COMBINED CUP**

*(for rest of NFF Third Division & the Fourth Division teams)*

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner if still tied at the end of extra time.

Rolling substitutes are permitted.

### **MEN's CHALLENGE CUP**

*(for NFF Fifth, Sixth & Seventh Division teams)*

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner if still tied at the end of extra time.

Rolling substitutes are permitted.

### **MASTERS CUP (16 teams)**

*(for O35s First & Second Division teams. All First Division teams plus the number of Second Division teams required to make the competition up to a maximum of 16 teams.*

*Second Division teams selected as per standings at the end of the current season's first round robin of League games)*

If tied at fulltime, no extra time is played, proceed straight to penalty kicks.

Rolling substitutes are permitted as per Masters NFF Federation-Modified Regulations (Reg 1.4), i.e. a maximum of five (5) rolling substitutes.

### **MASTERS COMBINED CUP**

*(for rest of NFF O35s Second Division teams not in Masters Cup plus O35s Third & Fourth Division teams)*

If tied at fulltime, no extra time is played, proceed straight to penalty kicks.

Rolling substitutes are permitted as per Masters NFF Federation-Modified Regulations (Reg 1.4), i.e. a maximum of five (5) rolling substitutes.

## **MASTERS LEGENDS CUP**

*(for O40s teams & O35s teams not in the Masters Combined Cup)*

If tied at fulltime, no extra time is played, proceed straight to penalty kicks.

Rolling substitutes are permitted as per Masters NFF Federation-Modified Regulations (Reg 1.4), i.e. a maximum of five (5) rolling substitutes.

## **NFF Women**

### **WOMEN'S FEDERATION ONE CUP**

*(for NFF Conference & First Division teams & Northland Premier\* Division teams)*

*\* Top 2 Northland Premier teams from previous season, plus NFF First Division teams by invitation as per standings at end of current season's first round robin of League games.*

*If less than 16 entries, then invitations can be extended to other Northland Premier teams as per previous season's final League standings and to other first teams from lower Divisions.*

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner if still tied at the end of extra time.

Rolling substitutes are permitted.

### **WOMEN'S RESERVES CUP**

*(for Reserve teams of Conference and First Division teams and other Reserve teams on application)*

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner of the Final if still tied at the end of extra time.

Rolling substitutes are permitted.

### **WOMEN'S SECOND DIVISION CUP**

*(for NFF Second Division teams and other teams by invitation)*

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner if still tied at the end of extra time.

Rolling substitutes are permitted.

### **WOMEN'S COMBINED CUP**

*(for rest of NFF Women's teams)*

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner if still tied at the end of extra time.

Rolling substitutes are permitted.

## **Northland Men**

### **STAFFORD CHOAT CUP (Including Plate and Bowl)**

*(for current season Northland Men's League teams. Non-current season Northland Men's League teams formed to enter the Stafford Choat Cup are subject to the approval of the Competitions Manager).*

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner if still tied at the end of extra time.

Rolling substitutes are permitted in all games.

First Round losers go into the Plate competition.

First Round losers go into the Bowl competition.

### **NORTHLAND MEN'S PREMIER DIVISION KNOCKOUT CUP**

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner if still tied at the end of extra time.

Rolling substitutes are permitted.

### **NORTHLAND MEN'S PREMIER RESERVES DIVISION KNOCKOUT CUP**

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner if still tied at the end of extra time.

Rolling substitutes are permitted.

### **NORTHLAND MEN'S FIRST DIVISION KNOCKOUT CUP**

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner if still tied at the end of extra time.

Rolling substitutes are permitted.

### **NORTHLAND MEN'S SECOND DIVISION KNOCKOUT CUP**

If tied at fulltime, no extra time is played, proceed straight to penalty kicks.

Rolling substitutes are permitted.

### **Northland Women**

### **NORTHLAND WOMEN'S PREMIER KNOCKOUT CUP**

*(for Premier & First Division teams)*

If tied at fulltime, extra time of 2 x 15 min periods is played.

Penalty kicks are used to decide the winner if still tied at the end of extra time.

Rolling substitutes are permitted.

## **1.6 NFF Plate (Knockout) Competitions**

All first round Cup competition losers are automatically entered into the appropriate Plate competition, except where noted that there is no Plate competition for a particular Cup.

### **For ALL MEN'S & WOMEN'S PLATE COMPETITIONS**

There is no extra time played in **ANY** NFF competition Plate games.

Proceed straight to penalty kicks if tied at fulltime.

**Rolling substitutes are permitted in all NFF competition Plate games.**

## **2.0 PROMOTION / RELEGATION**

### **2.1 NFF Senior Leagues are subject to promotion and relegation between divisions as per Schedules A and B. The following will determine promotion and relegation:**

#### **a) Federation Leagues**

Two up / two down between applicable 10-team divisions, as determined by the Federation (see Schedule B), i.e. the teams finishing first and second in a division are automatically promoted for the next season to the next highest division, subject to meeting criteria for the higher division.

The teams finishing second-to-last and last in a division are automatically relegated to the next lower division.

Where there are less than 10 teams in a division, promotion-relegation is at the discretion of the Competitions Manager.

All teams in NFF Senior competitions will be ranked at the end of each season, from highest to lowest, incorporating all teams in each particular League. In the case of a team withdrawing from the following season's competition, promotion/relegation will then be dependent on the ranking of teams from the previous season's competitions, on the number of entries received and subject to any re-organisation of inter-Federation competitions and/or NZ Football competitions.

Vacancies will be filled by the team ranked immediately below the team that has withdrawn moving up a place in the ranking order and may result in a team that would not ordinarily be subject to promotion or relegation, moving up a division or down a division.

Promotion to the Federation Men's and Women's First Divisions is subject to only one team per club being permitted to compete in the Men's and Women's First Divisions unless exempted by NFF due to a vacancy in the Division.

In the case of an incumbent team being relegated from, demoted or not entering a higher-ranked inter-Federation League or NZ Football competition, then that team will be considered for entry into the highest NFF competition.

Any team eligible for promotion between Federation Divisions, between a Federation League and a Local League or between Local League Divisions that decides not to accept promotion, may be relegated to the Division below, whether the Division below be either in a Federation League or in a Local League.

b) **Local Leagues**

As per 2.1 (a) unless otherwise approved by the Federation.

- 2.2** In the case of a team being relegated or withdrawing from a Federation League, that team will be eligible to play in its highest Local League division.
- 2.3** If a team wins its highest Local League, and meets criteria, it may apply for entry into the lowest competitive Federation League Division. If there are multiple applications for the vacant position, playoffs will be arranged by the Competitions Manager – see Regulation 3.

**3.0 PLAYOFFS**

- 3.1** All playoffs, if required, shall take place at a suitable time after the conclusion of the season or prior to the next season as determined by NFF through the Competitions Manager.
- 3.2** The rules of Playoff competition/s, and the venue/s, will be determined by the Competitions Manager prior to the commencement of the Playoff competition. The Playoff Rules and venues may be subject to consultation, but decisions made in this regard by the Competitions Manager will be final and not subject to Appeal.
- 3.3** Players of any Club taking part in Playoff competitions are required to be registered players of the Club concerned, and if the playoffs are held within two (2) months of the end of the current season must have played for the Club involved in no less than four competition games prior to the completion of the current season.

**4.0 REGISTRATIONS / PLAYER ELIGIBILITY**

- 4.1** Players shall be registered in accordance with the Rules and Regulations of NFF and NZ Football.
- 4.2** A player shall be allowed to play for any team of his Club in any division at the discretion of the Club's selection policies, however where a Club has a team in a higher ranked competition the following shall apply:
- (a) Once a player has played for a Club's lower ranked team, the player is deemed to be a member of that team until such time as the player returns to the higher ranked team. A "player" is defined as a person who actually takes the field;
  - (b) Not more than three Federation League players can play down in Local League teams on any one game day;
  - (c) Not more than three players who last played for a team in a higher-ranked competition can play down in a Federation League team or a Local League team for any one game;



- (d) If a Club has more than one team in the same division of any competition, then for the purposes of the competition, inter-change of players between the teams shall not be permitted, however a player can formally transfer between the teams;
- (e) Not more than three players who played in the previous game of a Club's first team may play in the next game of a lower ranked team in the Club, except in the case of a mirror Reserve teams competition in which case unlimited interchange of players between the Club's first and reserve teams is permitted, except in NFF Reserves Cup competitions in which case 4.2(c) & (g) apply.
- (f) No first team player may play in a League competition game for a lower ranked team in the Club if the first team's League competition games have finished (includes first teams playing in inter-Federation, NFF League or Local League competitions).
- (g) A first team player or higher-ranked player is defined as one who has played in two thirds or more of the first team's or higher-ranked player's League competition fixtures.
- (h) For NFF Cup (knockout) competitions, including the NFF Reserves Cup, not more than three players who last played for a team in a higher-ranked competition can play down in a Federation League or Local League team's knockout competition. A player is not permitted in the same season to play for more than one competing team in the same NFF Cup competition, including that Cup's Plate competition.
- (i) For the Stafford Choat Cup competition only (Northland Senior Men's League teams) the following applies:
  - (a) Any player registered with the Club is eligible to play in the Stafford Choat Cup;
  - (b) A player is not permitted in the same season to play for more than one competing team in the Stafford Choat Cup.
- (j) For the Northland Men's Premier Knockout Cup and the Northland First / Second Divisions Knockout Cup competitions the following applies:
  - (a) Not more than three players who last played for a team in a higher-ranked competition or Division can play down in a Northland Men's Premier, First or Second Division Knockout Cup competition game;
  - (b) A player is not permitted in the same season to play for more than one competing team in each of the Northland Men's Premier, First or Second Division Knockout Cup competitions.
- (k) For the Northland Women's Premier Knockout Cup only (Northland Women's Premier Division teams) the following applies:
  - (a) Any female player registered with the Club is eligible to play in the Northland Women's Premier Knockout Cup;
  - (b) A player is not permitted in the same season to play for more than one competing team in the Northland Women's Premier Knockout Cup.
- (l) Players competing in Masters competitions must attain the minimum age for the competition during the current season.
- (m) Players competing in Senior competitions must be 13 years of age or older and if under 15 years old the player's Club must have signed permission from a parent or guardian of the player and approval from NFF. The NNF Player Dispensation Request form must first be signed by a parent or guardian of the player, and be approved by NFF prior to the player competing in a Senior competition game.



## 5.0 UNREGISTERED OR INELIGIBLE PLAYERS

- 5.1 In the event of any team playing unregistered or ineligible players, the following procedures shall be adopted:
- (a) The offending team shall forfeit any points gained and the non-offending team shall be awarded the game as a winning result;
  - (b) Goals scored by the offending team shall be deleted;
  - (c) A fine of \$100 per player will be imposed on the offending team's Club;
  - (d) If both teams are found to have played such players the game result shall be cancelled. Fines shall be imposed and the game may be replayed, if time allows.
- 5.2 Any team may include up to three guest players (as defined in NZ Football Regulation 5) on the team card of any one game, provided that the Rules of International Clearances and NZ Football relating to guest players have been complied with. Such players must be registered in accordance with NFF and NZ Football Rules and Regulations.

## 6.0 FIXTURES

- 6.1 All Men's and Women's 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** players present, must be prepared to play the game within 10 minutes of the set time.

Requests to vary fixtures 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.

### 6.2 Defaults / Withdrawals

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

Any Club failing to take the field within 10 minutes of the scheduled kick off time shall be considered to have defaulted the game, unless good cause can be shown. The Competitions Manager **must** be advised immediately of any such occurrence.

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

- \$50 if the default is notified by 12pm the day prior to the game;
- \$100 if the default is notified after 12pm the day prior to the game;
- \$200 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, be deemed 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 NFF reserves the right to 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, a NFF competition will incur for their Club a fine of \$550.

### 6.3 **Submitting Results**

- (a) Each Team is responsible for submitting the result of all of the team's home games either by phone to the dedicated NFF results phone line or by text message to the Competitions Manager or by entering the result directly on-line to the results section of the NFF website.
- (b) The phone numbers to be used are printed on the Federation match day Team Cards and are available in the Competitions Information section of the NFF website. Only results phoned into the Competitions Manager by 5.30pm on the day of the game will be loaded onto the NFF website by 6pm on the day of the game.
- (c) Instructions for entering results on-line are available in the Competitions Information section of the NFF website.
- (d) All senior results from weekend games must be submitted by 9am on the following Monday morning or for weekday games by 9am the day after the game.
- (e) Failure to submit results and provide goal scorers (*where required*), will attract a fine for the team's Club for each offence of \$20.

### 6.4 **Team Cards**

- (a) The information that must be correctly completed on all NFF Federation Team Cards prior to the game is:
  - (i) The surname and first name of each player, including substitutes, with the numbers on the Team Card corresponding correctly with the number on the individual player's uniform.
  - (ii) Comp/Division (e.g. NFF Men's 2<sup>nd</sup> Div, or O35s 2<sup>nd</sup> Div, or Northland Men's Premier, or, Men's Fed One Cup, or Northland Men's KO Cup).  
Home Team First-named team on the fixture List. Club name then team name.  
Away Team Second-named team on the fixture List. Club name then team name.  
Venue Ground, then pitch number.  
Date Day / Month / Year.  
Team Card Of Team's clubname.  
Kick Off Kick off time.
- (b) Correctly filled in Team Cards of both teams must be handed to a NFF appointed referee no later than 30 minutes prior to kick-off. If there is no NFF appointed referee each team is to hold onto its own Team Card which is to be available to be viewed on request by the game referee(s).
- (c) Where required, goal scorers must be indicated in the space provided. It is the responsibility of the team to enter its own goal-scorers.
- (d) Misconducts must be indicated in the space provided. This is the responsibility of the NFF appointed referee or if there is no NFF referee, it is the responsibility of the team to enter misconducts received by its players.

- (e) Each Team Card must be signed immediately after the game, by an official of each team and either the NFF appointed referee or the club/team referee who ends the game, to confirm that the result and other information recorded on the Team Card, is correct.
- (f) Team Cards that are required to be sent in to NFF by participating teams, must be submitted to the Competitions Manager within three (3) working days following the game.
- (g) Team Cards are only required to be submitted to NFF for the following competitions:
  - Men's Conference and Conference Reserves
  - NFF Men's First Division and Northland Premier and First Divisions
  - Saturday and Sunday U19s
  - Metropolitan Youth League
  - Women's Conference Divisions
  - Northland Women's Premier Division.

Team Cards can be submitted to NFF by post, courier, hand, fax or email.

- (h) For all other competitions, teams are required to forward their team cards to their Club, to be held by their Club, and for these cards to be made available to NFF on request, e.g. for disciplinary matters, player registration queries or match result verification.

Requested Team Cards are required to be submitted overnight to NFF by courier, hand, fax or email.

- (i) Teams failing to comply with this Regulation shall be liable to a fine, charged to the team's Club as:
  - \$20 for a card received after three (3) working days of the game or request;
  - \$40 for a card received after five (5) working days of the game or request;
  - \$80 for a card received after ten (10) working days of the game or request.
- (j) If a Club has not submitted a required or requested Team Card and has incurred a fine (or fines) for not submitting the card, the requirement to submit the card remains. Other team or Club sanctions will be imposed if the card is not submitted to NFF.

## **6.5 Team Fines**

Fines for No Team Card, Late Team Card, Incomplete Team Card, Result Not Submitted, Result Submitted Late, No Goal Scorers Indicated, Unregistered Players and Misconducts will be billed to the offending team's Club for payment within 30 days.

## **6.6 No-Alcohol Policy**

Consumption of alcohol is not permitted at any NFF team's game. If alcohol is present at a NFF team's game or within the environs of the game, it is the duty of a Club official to ensure the consumption stops immediately. The game referee may stop the game until the offenders cease consumption of alcohol. If the offenders do not stop consuming alcohol the referee may abandon the game.

Any alcohol-related incident must be reported by the game referee in writing to the Competitions Manager. The matter will be addressed with the offending team's Club for further investigation and action, and may result in the offending team's Club being fined a minimum of \$500 by NFF. Repeat offenders may face expulsion from their competition.

## **7.0 POSTPONED or ABANDONED GAMES**

**7.1** Any game abandoned shall be reported immediately to the Competitions Manager. After considering the facts and circumstances the Competitions Manager may decide that:

- (a) The scores at the time of the abandonment shall stand, or
- (b) The game shall be re-scheduled on another date, or
- (c) The matter may be referred to the NFF Board.

**7.2** If a Federation-appointed Referee is not in attendance at the scheduled kick-off time it is the responsibility of the home team to provide a mutually agreed Referee. If no agreement can be reached, a person appointed by the home team shall referee the first half, a person appointed by the visiting team shall referee the second half.

Should a referee require assistant referees (lines persons), then each team shall be responsible for providing one person to act as an assistant referee and such person shall be responsible to the referee.

All games shall be refereed in accordance with the FIFA Laws of the Game except as modified by the playing regulations of the competition.

**7.3** Games not played for any reason, i.e. weather, Chatham Cup, etc, will be re-scheduled by the Competitions Manager for an earlier or later date. However, if no mutually agreed date can be reached, the Competitions Manager will reschedule such games, having in mind the necessity for the completion of the Competitions by a due date.

## **8.0 DISCIPLINE & BEHAVIOUR**

### **8.1 Responsibilities**

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

### **8.2 Behaviour Standards**

It is essential that each Club insists on high standards of behaviour and discipline both on and off the field. Clubs are responsible for the behaviour of their players, coaching staff and spectators and are required to ensure their representatives abide by any FIFA, NZ Football and NFF Codes of Conduct (see Schedule C). If, by their actions or words, a team or players bring the game, their Club or NFF into disrepute, or they are persistent offenders, then they could face a fine or expulsion from the League.

### **8.3 Misconduct**

All misconduct shall be dealt with by NFF in accordance with NZ Football Rules and Regulations.

### **8.4 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 parties involved and for the Federation to only become involved in the case of serious complaints or where the parties are unable to sort out a satisfactory solution.

## **9.0 PLAYING EQUIPMENT / TEAM COLOURS**

- 9.1 Both teams shall provide a game ball in good playing condition.
- 9.2 Where team colours clash the away team shall be obliged to change as per FIFA Laws of the Game.
- 9.3 All Clubs are to have the principal NFF League sponsors motif on both standard and alternate playing strips, if required.
- 9.4 All Senior teams shirts (including U19s) must be numbered on the back of the shirts, the number being of the appropriate size.
- 9.5 Regulation nets and corner flags and also crowd barriers (where applicable) must be erected by the home team at all fixtures.

## **10.0 CHANGES OF INFORMATION / CLUB COLOURS**

A Club is required to notify the Competitions Manager of all changes of key Club personnel, telephone numbers, team shirt colours etc. within seven (7) days of any such changes.

A change of registered Club colours requires written approval from the Competitions Manager.

## **11.0 TROPHIES**

- 11.1 All Trophies shall remain the property of NFF.
- 11.2 It is the responsibility of NFF to ensure that all Trophies are engraved correctly. The cost of the engraving shall be borne by NFF. NFF trophies are not to be engraved by Clubs or Teams.
- 11.3 It is the responsibility of the Trophy winner to ensure that the Trophy is kept in safe custody and is returned to NFF when requested, but not later than 30 June of each year. Failure to return the Trophy will involve the Club in the costs of providing a replacement Trophy, including engraving, similar to the damaged or lost trophy.

## **12.0 SPONSORSHIP**

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

## **13.0 CRITERIA**

- 13.1 The Federation reserves the right to inspect grounds and facilities prior to the acceptance of any team into its competitions. If a Club fails to provide a suitable ground or acceptable facilities, that team may be refused entry to a particular competition.
- 13.2 If required, a Game Day Programme of at least 4 x A5 pages must be produced by the Home Club for highest Federation division fixtures. Failure of a Club to comply will result in a fine of \$50.

- 13.3** If required, Clubs in the highest Federation division must supply the home team with a squad list, with numbers, to the Home Club's listed programme contact, by 12 noon on the Wednesday preceding the fixture. Failure to comply will result in a fine of \$50.
- 13.4** Unless exempted in writing, all Federation competition grounds must be equipped with goal posts, nets and corner flags and marked with white lines, including the Technical Area, in accordance with FIFA Laws of the Game.

For all games involving NFF Men's & Women's Conference and First Division teams and Northland Men's and Women's Premier Division teams, a permanent or rope barrier one metre high and a minimum of two metres from the sidelines must be erected. Failure to comply will result in a fine of \$50.

- 13.5** Changing facilities adjacent to the ground should be provided for each team and where possible, separate facilities provided for the Game Officials. Separate lockable changing facilities are mandatory for NFF Men's and Women's Conference and Northland Men's and Women's Premier Division competitions.
- 13.6** Referee's assessment forms, where issued to a Federation competition division team, must be returned (email, fax or post) to the Competitions Manager and will be treated in the same way as Team Cards (see 6.4).
- 13.7** NFF Men's & Women's Conference teams and Northland Men's and Women's Premier Division teams division teams must have refreshment facilities (not necessarily Licensed) available to players and spectators from at least half-time. Failure to comply could result in the Club being suspended from the Competition.

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**Schedule A: Ranking of NZ Football, Inter-Federation and Northern Football Federation Competitions for 2012**

**National Leagues**

1. ASB Men's Premiership & National Women's (Youth) League.
2. National Youth (Men's) League.

**Inter-Federation Leagues**

3. Northern Regional Football League.
4. U19s Combined Sunday League & Metropolitan Youth League.

**Federation Leagues**

5. AFF/NFF Men's & Women's Conferences.
6. NFF Men's and Women's Leagues.

**Local Leagues**

7. Northland Men's & Women's Leagues.
  8. U19s Combined Saturday League.
  9. Girls Combined League.
  10. Harbour/Waitakere Youth League & Northland Youth League.
  11. Harbour/Waitakere Junior League & Whangarei Junior League & Far North Junior League.
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**Schedule B: Status of NFF Senior Competitions for 2012**

**MEN**

**Competitive Divisions**

**Federation-Modified Divisions**

*FIFA Laws of the Game apply*

*Rolling Substitutes Permitted*

**NFF Men's (Federation) League**

AFF/NFF Conference

Conference (Mirror) Reserves  
**First Division**  
 Second Division  
 Third Division  
 Fourth Division  
 Fifth Division  
 Sixth Division  
 Seventh Division  
 Masters Divisions  
 Under 19s (Sat & Sun)

Men's Pre-Season Tournament

**Northland Men's (Local) League**

**Premier Division**  
 First Division  
 Second Division

**WOMEN**

**NFF Women's (Federation) League**

AFF/NFF Conference\*

**First Division**  
 Second Division  
 Third Division  
 Fourth Division

*\*Rolling subs apply in all NFF Women's competitions.*

Women's Pre-Season Tournament

**Northland Women's (Local) League**

Premier Division  
 First Division

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## Schedule C: NEW ZEALAND FOOTBALL CODE OF CONDUCT

### **Explanatory Foreword**

The purpose of this Code of Conduct is to encourage fair, ethical treatment of all persons and organisations that come under the umbrella of New Zealand Football (NZF). Obviously some sections of the Code will be more applicable to some persons and groups than others.

All persons will agree to abide by the NZF Code of Conduct and acknowledge that any breach of the Code of Conduct, or any part of it, may result in disciplinary action under the NZF Constitution, Regulations and Policies.

The following Code of Conduct applies to all NZF members and persons participating in NZF activities.

*As a NZF member and/or participant you should meet the following requirements with regard to your conduct during any NZF sanctioned activity:*

- Respect the rights, dignity and worth of others.
- Be fair, considerate and honest in all dealings with others.
- Be professional in, and accept responsibility for, your actions.
- Make a commitment to providing quality service and performance.
- Be aware of, and maintain, an uncompromising adherence to, standards, rules, regulations and policies.
- Operate within the Constitution, Regulations, Policies and Procedures of NZF and FIFA.
- Understand the possible consequences of breaching the NZF Code of Conduct.
- Immediately report any breaches of NZF members to the appropriate authority.
- Comply with any and all applicable national or local legislation.
- Refrain from any form of abuse towards others.
- Refrain from using any obscene language.
- Refrain from any form of harassment towards others.
- Refrain from any form of discrimination towards others.
- Refrain from any form of victimisation towards others.
- Reject corruption, drugs, racism, violence and other dangers to our sport.
- Promote the interests of football.
- Provide a safe environment for the conduct of activity in accordance with relevant NZF policy.

- Show concern and caution towards others who may be sick or injured.
- Be a positive role model.
- Do not provide comment to any media, or publish any comment (including on any website), on behalf of NZF or its Federations.
- Do not speak to any media in a negative way, or publish any negative comment (including on any website) regarding NZF or any of its Federations.
- Never act in any way that may bring disrepute or disgrace to NZF members, its stakeholders and/or its sponsors, potential sponsors and/or partners.
- Do not participate (or benefit from assisting others involved) in sports betting or gambling activity associated with football matches and/or football results in which you are participating or have been directly involved in.

NZF expects all members, supporters, advisors, staff and associates of NZF to abide by a Code of Conduct that upholds the principles and values of the organisation and the NZF Member Protection Policy. Members should recognise that at all times, they have a duty of care to all NZF members.

**In addition a**

**Team Manager will:**

- Be responsible for the overall welfare and well being of team members and officials when travelling with a team.
- Maintain a 'duty of care' towards team members and be accountable for the management of the team.
- Have a sound working knowledge of NZF Constitution, Regulations and Policies, and ensure that the conduct of the affairs of the team is in accordance with these and or any other policies and guidelines determined by NZF.
- Foster a collaborative approach to the management of the team.

**Referee will:**

- Officiate matches in a fair, safe manner that ensures spectator enjoyment and player safety.
- Know the Laws of the Game and their interpretations thoroughly.
- Condemn unsporting behaviour and promote respect for all opponents.
- Be a good sport.
- Keep up to date with the latest trends in officiating.
- Give all people a 'fair go' regardless of their gender, ability, cultural background or religion.
- Maintain physical fitness for peak performance.

- Keep all appointments assigned to and accepted by them.
- Conduct themselves in a way that is ethically and morally beyond reproach.
- Support fellow officials.
- Grant players and coaches dignity and self respect.

**Member<sup>1</sup>, Administrator<sup>2</sup>, Associate<sup>3</sup> will:**

<sup>1</sup>A Member shall include a club member, whether active or social, or life member of any affiliated club, organisation or Federation.

<sup>2</sup>An Administrator shall include any person who is in an elected or appointed administrative capacity, whether paid or a volunteer, at an affiliated football club, affiliated organisation or Federation.

<sup>3</sup>An Associate shall include any person so determined by the Board of NZF.

- Encourage their members and spectators (as appropriate) to abide by the Code of Conduct and take reasonable steps to ensure such compliance.
- Be fair, considerate and honest with others.
- Be professional in all actions.
- Ensure language, presentation, manner and punctuality reflect high standards.
- Resolve conflicts fairly and promptly through established procedures.
- Maintain strict impartiality.
- Maintain a safe environment for others.

**Coach will:**

Respect the rights, dignity and worth of every individual player as a human being and:

- Treat everyone equally regardless of gender, disability, ethnicity or religion.
- Respect the talent, developmental stage and goals of each player in order to help each player reach their full potential.
- Maintain high standards of integrity.
- Operate within the rules of football and in the spirit of fair play, while encouraging players to do the same.
- Advocate a sporting environment free of drugs and other performance enhancing substances within the guidelines of the New Zealand Sports Drug Agency.
- Not disclose any confidential information relating to their players without written prior consent.

Be a positive role model for the sport and the players and act in a way that projects a positive image of coaching viz:

- Provide all players with the equal attention and opportunities they deserve.
- Ensure the time spent with their player(s) is a positive experience.
- Be fair, considerate and honest with players.
- Encourage and promote a healthy lifestyle – refrain from smoking, drinking alcohol and engaging in poor lifestyle choices around players.

Show professional responsibility:

- Display high standards in language, manner, punctuality, preparation and presentation.
- Display control, courtesy, respect, honesty, dignity and professionalism to all involved within the sphere of sport - this includes opponents, coaches, officials, administrators, the media, parents and spectators.
- Encourage their players to demonstrate the same qualities.
- Be professional and accept responsibility for their actions.
- Refrain from initiating a relationship with a player and also discourage any attempt by a player to initiate a sexual relationship with them, explaining the ethical basis of the refusal.
- Accurately represent personal coaching qualifications, experience, competence and affiliations.
- Refrain from criticism of other coaches.

Make a commitment to providing a quality service to their players:

- Seek continual improvement through ongoing coach education and other personal and professional development opportunities.
- Provide players with planned and structured training programmes appropriate to their needs and goals.
- Seek advice and assistance from professionals when additional expertise is required.
- Maintain appropriate records.

Provide a safe environment for training and competition:

- Adopt appropriate risk management strategies to ensure that the training and/or competition environment is safe.
- Ensure equipment and facilities meet safety standards.
- Ensure equipment, rules, training and the environment are appropriate for the age, physical and emotional maturity, experience and ability of the players.
- Show concern and caution toward sick and injured players.

- Allow further participation in training and competition only when appropriate.
- Encourage players to seek medical advice when required.
- Provide a modified training programme where appropriate.
- Maintain the same interest and support toward sick and injured players.

**Protect players from any form of personal abuse:**

- Refrain from any form of verbal, physical and emotional abuse towards players.
- Refrain from any form of sexual and racial harassment, racial vilification and harassment on the grounds of disability.
- Ensure that any physical contact with players is appropriate to the situation and necessary for the player's skill development.
- Be alert to any forms of abuse directed towards players from other sources while in their care.

**Player will:**

- Play to win but play fair.
- Never argue with or verbally abuse an official; observe the Laws of the Game.
- Accept defeat with dignity.
- Conduct themselves in a sportsman-like manner and respect fellow players, coaches, managers and referees and the achievement of opponents.
- Not bully or take an unfair advantage of another competitor.
- Cooperate with their coach, manager, team mates and opponents.

**In addition, Players in NZF teams will:**

- Refrain from possessing and/or consuming prohibited substances while in NZF camps or on tours.
- Not consume or purchase alcohol and tobacco while in NZF camps or on tours without the agreement of the Team Manager and Head Coach.
- Comply with training, competition, curfew and behaviour requirements, directed by NZF, while in camp or on tours.

**Parent/Guardian will:**

- Agree to abide by the Code of Conduct.
- Remember that children participate in sport for their enjoyment, not the parents.
- Encourage children to participate and not force them.
- Focus on the child's efforts and performance rather than winning or losing.

- Encourage children always to compete according to the rules and to settle disagreements without resorting to hostility or violence.
- Never ridicule or yell at a child for making a mistake or losing a competition.
- Remember that children learn best by example.
- Support all efforts to remove verbal and physical abuse from sporting activities.
- Respect officials' decisions and teach children to do likewise.
- Show appreciation for coaches, officials and administrators.

*NZF expects all Federations, clubs, organisations, employees, members, referees, administrators, associates, coaches, players, volunteers and parents or guardians to understand the possible consequences of breaching the Code of Conduct and ensure that they abide by the Code.*

*Any serious breaches of this Code of Conduct, or persistent violations of any aspect of the Code of Conduct, by any of the above may result in any of the following being imposed:*

- *Suspension*
- *Good behaviour bond*
- *Fines*
- *Loss of competition points*
- *Loss of match*

### **Acknowledgements:**

FIFA

FOOTBALL FEDERATION AUSTRALIA

SPARC

SWIMMING NZ

UNITED STATES SOCCER FEDERATION

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