

2022 Tamaki League Competition Regulations

Under 9's Grade

Teams, players, officials and spectators shall at all times behave in a manner that shall not damage the image of the game. Clubs are responsible for the behaviour of their spectators, players and coaching staff, and are required to ensure their representatives abide by the FIFA Code of Conduct and uphold the spirit of Fair Play while participating in the Tamaki League Competition.

1. Number of players per side

Teams shall be 7 a side, with one player designated as the Goalkeeper.

2. Duration of matches:

2 x 25 min halves plus 5 min half time

In the event of a late start for any reason, if it is known or can be ascertained prior to kick-off that there is *no* later match scheduled for the pitch which would be disrupted by so doing, the match shall be extended to its normal duration in two equal halves. If there *is* a match scheduled to follow on the same pitch, *or if it is not known whether there is such a match to follow*, the time available shall be divided into equal halves with allowance for half time, so that the match shall end at the originally scheduled finish time and the next match on the same pitch may commence at the time scheduled on the fixtures. The agreed game duration shall not be changed once the game has commenced, *even if it becomes clear that there is no match following*.

If both teams have a minimum of five players, the match must start on time. The home team (the team named first on the fixture) is expected to be ready to start on time. In the event of the home team not being ready with a minimum of five players to begin the game at the scheduled time, or the away team not being ready with a minimum of five players 10 minutes after the scheduled start time, the team present and ready to start may claim the match as a default.

By agreement between both teams' coaches/managers, matches may be played with reduced equal numbers on each side.

No injury time or referee's added time shall be played.

3. Substitutions

Teams should ideally have 10 players, but a maximum of 12 players is allowed, only 7 to be on the field at any one time, one must be the goalkeeper.

Up to three substitutes may be used in any circumstances, and when there are 11 or 12 players in a team, up to five substitutes may be used if the opposition team has more than 7 players. However, if a team has 11 or 12 players and the opposing team has only the bare 7, then the team with 11 or 12 players should, if requested, loan one or two players to the opposition to maximise playing time for everyone.

Unlimited interchange of players is allowed *without* requiring the permission of the referee, provided that:

- i) the player leaves the field completely before the substitute goes on
- ii) **substitutions are made during a stoppage in play**

4. Match Balls

A size 4 FIFA-approved match ball shall be provided by the home team.

5. Shin guards

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

6. Goal Kicks

A restart after the ball has crossed the goal line for a goal kick may be taken from the goalkeeper's hands (kicked, thrown or rolled) OR from a place kick on the ground. Where the ball has been received by a goalkeeper in the normal course of play FIFA Laws of the Game will apply.

7. Corner Kicks

If the game is being played on a marked small pitch, or on quarter of a senior pitch, the corner shall be taken from within 1 metre of the flag, cone or other marker marking the corners of the pitch.

8. Throw Ins

When a ball exits the sidelines, play shall be restarted with a throw in. Proper form shall not be enforced, best endeavours are acceptable, but a second attempt should be given for noticeably bad technique with correction advice from the referee. Once the ball has been thrown in, the thrower may not touch the ball until it has touched another player and if this occurs an indirect free kick is awarded. A goal cannot be scored directly from a throw in.

9. Referees

There are no appointed officials. The home team (team named first in the fixture) may provide a Community Referee (CR) with current accreditation to control the whole fixture. If a CR is provided, he or she shall provide his/her name and membership number to the visiting coach/manager and is required to wear their CR shirt. If the home team does not have a CR, and the visiting team does, then the visiting CR shall control the fixture.

If none of the above is available, the home team shall provide a referee for the first half and the visiting team shall provide one for the second.

Alternatively, teams may agree at the start of the game that one referee shall officiate the whole game, or at the start of the second half that the referee from the first half may continue to referee to the end of the game. Once agreed the referee should not be changed during a half other than for injury or on the mutual agreement of both team coaches. In any event, the referee controlling any part of the fixture has the same rights and obligations as an appointed official.

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

10. Goals and Markings

The approved goals, and marked grounds with corner flags, cones or other markers to mark the corner of the pitch must be supplied by the home team and must be in place before the scheduled kick-off time. Nets are recommended for all Tamaki League competition matches. Where portions of standard senior pitches are used there is no requirement for additional markings to be provided.

Goal size should be minimum 3.6m x 1.8m inside measurements; recommended size is 4m x 2m inside measurements.

It is recommended, but is not obligatory, that clubs indicate, by cones or other suitable markers, on the side lines and goal lines not on the field of play, a goal-keepers area approx. 20 metres wide and 10 metres deep. Referees in these grades should award penalty kicks (to be taken from 9 metres) for foul play *clearly* inside this area, and handball for goalkeepers handling the ball *clearly* outside it. Whether or not the markers are in place, and whether or not assistant referees have been provided (see Offside below) the referee is the sole judge of whether to halt play and award a free-kick or penalty.

11. Retreating line

Playing out from the back

When a team's goalkeeper has the ball in their hands, is taking a goal kick or any player taking a Free Kick, the opposition team must drop back behind the retreating line.

Only after the goalkeeper plays the ball out and a team-mate touches the ball, can the opposition players advance over the retreating line.

If the Goalkeeper plays the ball over the Retreating Line, the game continues as normal.

The team-mate receiving the ball from the Goalkeeper should be encouraged to take their first touch as quickly as possible.

Infringement

If a defending player advances beyond the Retreating Line before the opponent has touched the ball (from Goalkeeper pass), or fails to drop behind the line, the referee will award an indirect free kick on the Retreating Line.

The defending team should be encouraged by their coach to drop back behind the Retreating Line when the opposition Goalkeeper has the ball or at a free kick, and to wait for the opponent's first touch before starting to press.

Offside

In 7v7 formats, the Retreating Line is used for offside, rather than the halfway line. This allows junior footballers to have the required space to play in when in possession, whilst also providing a basic introduction to the offside rule.

The attacking player is ONSIDE when receiving a pass from a team-mate in a position before the defending team's Retreating Line, even if he is beyond the last defenders. This is at the time the ball is played by one of his team mates.

Coaches are asked to assist forwards with picking up realistic starting positions related to the defender's position rather than just standing near to the Retreating Line, behind defenders. This will help their overall development.

Dimensions

Pitches are always marked with the retreating lines as 30% - 40% - 30% of all size pitches.

The Retreating Line can be marked ideally using spot markers across the pitch but can be implemented with a pole or high cones on the sides of the pitch. For example, for a 55-metre long pitch, the Retreating Line would be placed 16.5 metres from goal line.

12. Uniform Clashes

Where there is a clash of colours, the away team (i.e. second-named team) in the fixture must provide a change of shirts (or provide bibs) that does not clash with the home team's colours. Any failure to provide such a change should be reported to the Tamaki League Convenor for follow up.

13. Defaults

Defaults must be notified in writing to the TLC no later than 12.00 noon on the Friday preceding the fixture so that the opposition team can be notified, a replacement opponent found or the ground may be used for an alternate fixture. Any un-notified defaults should be reported to the TLC for follow up. It is recommended that defaulting teams also advise their opposition as a matter of courtesy.

14. Team Mastercards and Player Eligibility

The primary focus of the Tamaki League is participation and enjoyment. Games are competitive but there are no league winners declared. Player eligibility has not historically been an issue and it is difficult to foresee circumstances where serious eligibility issues should arise.

Team Catalogues are therefore NOT required for Tamaki League competitions.

All players playing in the Tamaki League competition are required to be registered on the NZF national player database.

In the unlikely event, that a concern or complaint regarding the eligibility of a player arises, it should be directed in writing to the TLC, within three working days of the conclusion of the relevant fixture. Any such complaint must include the name of the player whose eligibility is being questioned.

In the event of any protest or enquiry into player eligibility player details may be checked against the information in the NZF national database.

15. Dispensations

Players should normally play within their correct age grade from early ages as problems will occur in later competitions/higher age grades. Age grade is determined by the year of birth, not school year, e.g. Under 9's is for players who will *reach* their 9th birthday at any time during the calendar year, (not those who are 9 at the *start* of it).

In Tamaki Under 9's 7-a-side competitions a **maximum of one player per squad may automatically be dispensed to play down** from a higher age grade, and that player must be no more than one age grade older than the grade in which he is dispensed to play.

16. Field Sizes

In most cases for operational ease, play will be on 1/4 of a standard pitch. For specially marked fields as well as where standard pitches are used, the recommended dimensions are minimum 45m x 30m, max 55m x 35m.

17. Coaches and Supporters

Coaches may only coach from the sideline, not from behind the goal line. If a coach takes the field as a referee they are not allowed to coach from on the field of play.

Spectators and supporters should be along the sidelines not behind the goal line. Spectators guiding or advising a goalkeeper from behind the goal line are deemed to be coaches. Referees and opposing coaches are entitled to request that coaches, spectators and supporters move from behind the goal line to the sideline, and all coaches and Clubs should support and be prepared to adhere to this regulation.

Where the alignment of portions of a senior pitch means that spectators (so as not to be walking and standing within the bounds of a senior field) are sited at one end of the pitch in use, they shall be at least 3 metres behind the goal line so as not to interfere with play. Clubs may consider the use of a rope barrier to preserve this safety zone and to protect the wear along the edges of the fields in use.

At Michaels Ave Reserve when games are scheduled on the Artificial Turf, **only players and a maximum of two officials (but preferably only one) per team (excluding the referee) are allowed on the turf at any one time.** This is so that there are not too many people standing on the turf and blocking the view of the other spectators. All spectators must stay behind the fence. It is preferred that the correct footwear is worn on the artificial turf (see 'Taking care of our Turf' guidelines).

18. Competitions

Competition will start on 7th May 2022 and conclude on 24th September 2022. There will be no games on 16th July 2022 or 23rd July 2022 (middle and last weekend of July School Holidays). There are nine teams in the Under 9 grade competition this year, so there shall be NO grading round and unfortunately there will be one team with a bye every week unless we get enough late enrolments to form another team. Teams will be drawn to play each other twice during the season but subject to cancellations for field closures, weather etc. which could mean that not all of the games get played. After the two rounds have been played, it seems that there would be one week left over at the end of the season that could be used for a catch up game if one week of games has been completely cancelled or else we will just organise something else for that last week.

19. Results

Results will not be recorded for Under 9 grade teams and no tables will be maintained for the Under 9's.

20. General Provisions

- i. The control and management of these Tamaki League Grades shall be vested in the Tamaki League Convenor ("TLC") as considered and approved by the participating clubs.
- ii. The final decision on interpretation of any general matters and/or specific competition regulations shall rest with the TLC.
- iii. Any decision by the TLC in relation to the control and management of the Tamaki League may be appealed, by written submission to the Competitions Manager of Northern Region Football Federation whose decision on appeal shall be final and binding.
- iv. Each Club desiring to compete in Tamaki League Competitions shall, on or before a date advised by the TLC, confirm in writing their acceptance of an invitation to compete in such competition in the division(s) advised.
 - a. The final composition of such divisions shall be at the discretion of the TLC.
 - b. The TLC shall have the power to accept further entries during the season if, in his opinion, it is expedient to do so.
 - c. The TLC shall have the power to increase or reduce the number of divisions and to form or discontinue sections in any division as and when the need arises.
- v. No player can play in a Tamaki League competition for any Club except that for which he/she is confirmed as a member in the NZF national database.

21. Other Matters

These specific competition regulations should be read in conjunction with the appropriate NZ Football Rules and Regulations, Federation Rules and regulations, Federation and NZ Football codes of conduct and FIFA Fair Play which shall apply to matters not provided for in these regulations.

We must remember at all times that this League is organised for the participation and enjoyment of all participants and all games should be conducted with this over-riding rule in mind - ***Participation and Enjoyment . . .***

