



**Northern Regional Football Federation  
Junior Football Playing Regulations  
U5 – U12 Age Groups  
Season 2020**



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## DEFINITIONS

The terms given below denote the following:

- **Competition;** any competition, tournament or league administered by AFF/NFF including pre-season, season proper, finals series and any post season tournament or knockout cup competition.
- **Season;** The period of time starting with the first official match of the Competition and ending with the last official match of the Competition.
- **Regulations;** Means these Competition regulations.
- **NZF;** New Zealand Football Incorporated.
- **AFF;** Auckland Football Federation
- **NFF;** Northern Football Federation
- **Club;** Any affiliated member Club of NZF, AFF, or NFF that enters at least one team in a Competition.
- **Competitions Manager;** means the official appointed by AFF/NFF from time to time to administer the AFF/NFF Competitions
- **Home Venue;** A match played at a Club's own nominated match venue.
- **Home Team;** the Team named first on the Competition fixture.
- **Home Club;** The Club responsible for the organisation and management of matches played at their own nominated match venue.
- **Away Team;** The Club playing a match at an opponent's nominated match venue.
- **Player;** Any football player registered as such with a Club, and **Players** shall be construed accordingly.
- **Playing;** Means taking the field of play including as a substitute. Being named on the Match Information/Team List and not taking the field of play does not constitute as playing
- **Health and Safety Regulations;** The Health and Safety Act 2015 and all other relevant regulations.
- **COMET;** Means the NZF National Registration System and Competitions Management System.
- **Regional Association Disciplinary Committee;** The Disciplinary Committee of a Regional Association/Federation
- **NZF Disciplinary Committee;** The Disciplinary Committee of NZF.
- **Age classification (U9, U10, U11 and U12)** – Any player in these competitions must have achieved the required age during the current calendar year i.e. Under 9 (U9) player must have turned 9 during the calendar year of the current season.

## 1 COMPETITION

- 1.1 These Regulations regulate the rights, duties and responsibilities of all Clubs in these competitions. These Regulations are binding for all parties participating and involved in the preparation, organisation and hosting of these competitions.
- 1.2 The NZF Statutes and Regulations, the FIFA Statutes and all FIFA Regulations in force shall apply. Any reference in these Regulations to the NZF Statutes and Regulations, the FIFA Statutes and FIFA Regulations, refers to the Statutes, Rules and Regulations valid at the time of application. All matches shall be played in accordance with the IFAB Laws of the Game with limited exceptions outlined in these regulations.
- 1.3 Final decisions on interpretations of any part of these regulations shall rest with the Federation. Participation in AFF/NFF Junior Competitions shall be open to invited clubs within the boundaries of Auckland and Northern Football Federations.
- 1.4 The entire control and management of these competitions shall be vested in the Federations. The Federations shall have the power to do all other things necessary to ensure the progress of these competitions through all its stages and may take appropriate action to bring about such results. All or any of the powers vested in the Federations may be delegated to a nominee.
- 1.5 The Federations shall determine the number of teams that may compete in these competitions. The decision of the Federations as to the composition and execution of these competitions shall be final and binding.  
The Federations may appoint a Competition Manager or similar who shall be responsible for administration of these competitions. The Competition Manager holds jurisdiction as per the NZF Disciplinary Code.
- 1.6 Each club wishing to compete in these competitions shall, on or before a date advised by the Competitions Manager, confirm in writing their acceptance of an invitation to compete in said Competitions.
- (a) Written confirmation is to be submitted via direct entry of teams into relevant competitions in COMET.
- 1.7 Entry to, and continued participation in, these competitions may be restricted or revoked by the Federation having regard to:
- (a) The Clubs satisfying criteria established from time to time by the Federations on a continuing basis.
- (b) The Club satisfying terms set by the Federations from time to time.
- (c) Clubs that are operating as a joint talent entity will be required to enter all junior competitions as their home (feeder) club.
- 1.8 From time to time the Federations may set costs of participation above and beyond the normal federation and NZF levies which shall be payable to the Federations.
- 1.9 Results and standings will not be published for any division in U5, U6, U7, U8, U9, U10, U11 and U12 competitions in the current season.

- 1.10 Results for all age groups must be entered by the Home Club in COMET by 12 noon on the day after the match and no later than 12 noon the Monday following a weekend fixture.
- 1.11 For grading purposes only:
- Three (3) points are awarded for a win, one (1) 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 robin, the following is used to determine the finishing order in competitions:
    - (a) Goal Difference – subtract the goals conceded from the goals scored; then
    - (b) Goals Scored – if Goal Difference is the same the team scoring the most number of goals is ranked higher; then
- 1.12 If the result(s) between the teams (wins, then aggregate scores) are the same then the teams shall be declared tied.

## **2 COACHING**

- 2.1 Coaching is not permitted on the field of play (other than for First Kicks and Fun Football) nor from behind the goal-line.
- 2.2 Club coaches are expected 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.

## **3 DISCIPLINARY MATTERS**

- 3.1 Disciplinary incidents will be dealt with in accordance with the NZF Disciplinary Code and the FIFA Disciplinary Code.
- 3.2 The Clubs, their Players and Officials, agree to comply with the IFAB Laws of the Game and with the FIFA Statutes and Regulations, in particular the FIFA Disciplinary Code, the FIFA Anti-Doping Regulations, the FIFA Code of Ethics (in particular in matters regarding the fight against discrimination, racism and match-fixing), the FIFA Code of Conduct and NZF Statutes and Regulations, in particular the NZF Disciplinary Code, the NZF Anti-Doping Regulations, the NZF Code of Ethics, the NZF Anti-Match Fixing and Sports Betting Regulations and the NZF Code of Conduct.

## **4 DISPUTES AND PROTESTS**

- 4.1 Any Club in these competitions may bring a dispute or protest to the Competitions Manager who shall make a decision or refer to the appropriate Judicial Body according to NZF Disciplinary Code, and advise the party or parties concerned in accordance with the relevant regulations providing that;
- (a) The protest must be in writing to the Competitions Manager, setting out the full details of the incident or protest and must be accompanied by the prescribed Incident Report Form.
  - (b) A protest shall be made by the Club Secretary or other recognised club official, no more than three (3) working days of the alleged breach.

- (c) Clubs or players may appeal a decision through the process set out in the NZF Disciplinary Code.

## **5 EQUIPMENT**

### **Playing Strips**

- 5.1 Home teams must not deviate from the colours notified to the Federation and published on the Federation websites to all other teams. In addition, each Club shall select two contrasting colours for goalkeepers. These goalkeeper strips must be distinctly different and contrasting from each other as well as different and contrasting from the Club colours and alternate strips.
- 5.2 Where there is a clash of colours, the Away Team (i.e. second-named team) in the fixture must provide a change of shirts that does not clash with the Home Team's registered colours. Failing to provide such a change, or playing in unregistered colours that creates a clash, may incur a sanction for Incorrect Strip.
- 5.3 Where necessary to ensure a game is played, training bibs may be used to differentiate colours of the two competing teams.

### **Numbers**

- 5.4 Shirt/Shorts numbers are not compulsory in Junior Competitions.
- 5.5 It is however preferred for shirts to be numbered. If numbered, there shall be no duplication of numbers within a team. Shorts, if numbered, must carry the *same* number as the shirt number worn by an individual player

### **FIFA/IFAB Requirements**

- 5.6 All players shall comply with IFAB Laws of The Game - Law 4.

### **Official Match Balls**

- 6 The Home Club should ensure that all match balls used are the appropriate size designated for the age group (Appendix One).

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

- 7.1 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.
- 7.2 The Federation shall publish a fixture list including the match venues, dates and kick-off times for the season. All matches shall be played on the dates, times and venues as published by the Federation, and shall not be varied without the prior written approval of the Competitions Manager.
- 7.3 If any Club wishes to change the match date or kick off time, they must advise both the opposing club and the Competitions Manager (in writing) no less than 10 days prior to the

scheduled game, setting out in full their reasons for requiring the change. In the event of both Clubs agreeing to the change, the Federation shall take that into account prior to giving its decision.

- (a) The Competitions Manager may approve the request to change; or
- (b) The Competitions Manager may not approve the request to change; or
- (c) The Competitions Manager without the opposing Club's agreement may in its sole discretion agree to the change.

7.4 In exceptional circumstances, postponements may be proposed by Clubs through the Club Secretary or other recognised Club official. Such proposed postponements must be received by the Competitions Manager no less than 24 hours before the scheduled time of kick-off and will be accepted or rejected at the sole discretion of the Federation.

- a) In exceptional circumstances or emergencies, requests for change of fixtures, venues and kick-off times not accompanied by the permission in writing of an authorised official of the opposing team/Club may be considered by the Competitions Manager.
- b) Other changes to individual fixtures may be made at the sole discretion of the Competitions Manager, not instigated by a club and not requiring permission in writing from the opposing club/team or club.

7.5 Any additional cost incurred in changing a previously agreed match date or kick-off time shall be borne by the Club making the request.

7.6 In all cases the discretion of the Competitions Manager shall apply.

### **Security - Health & Safety**

7.7 The Host Club shall be responsible for taking all practicable measures to ensure:

- (a) That all facilities and equipment comply with the Health and Safety Regulations; and
- (b) The orderly behaviour of the crowd and safety of the match officials, players and officials of the teams and all spectators.

7.8 Each Club must make every effort to ensure that the NZF Code of Conduct is communicated and made available to its staff, players, coaches, volunteers and spectators.

## **8 FIELD OF PLAY**

8.1 All Host Clubs are to ensure that their grounds comply with the IFAB Laws of the Game, Law 1 – The Field of Play.

8.2 Matches may be played on natural, hybrid or approved artificial surfaces. Where artificial surfaces are used, the surface must meet the requirements of the FIFA Quality Concept for Football Turf.

8.3 Refer to Appendix One of these Regulations for the appropriate field size requirements per age group.

## **9 PLAYING OF FIXTURES**

- 9.1 Clubs must take all reasonable steps to arrive at a match on time.
- 9.2 Teams shall have the requisite maximum number of players on the field at any time for their age group as per Appendix One.
- 9.3 Any team having six (6) or more players present in 9v9 format or four (4) in 7v7 format play must be ready to commence its match within ten (10) minutes after the published start time. Any team that does not comply shall forfeit the match.

### **Postponed Matches**

- 9.4 In the event of a Junior match being postponed due to any of the following the Federation will not reschedule the match.
- (a) Aborted travel arrangements,
  - (b) Adverse or unforeseen weather,
  - (c) Field of play conditions or,
  - (d) Any other reason preventing the commencement of the game.
- 9.5 In the event of a late postponement by the Competitions Manager on the day of the fixture but where the two teams arrive at the ground unaware of the postponement and the game is played, the Competitions Manager shall at their absolute discretion determine whether the result of the game shall be recorded as played, postponed or abandoned.
- 9.6 In the event where both clubs/teams agree to a postponement of a fixture, it will be played outside of the scheduled game days. Both clubs/teams will agree upon a date, time, and venue and advise the Competitions Manager in writing.

### **Unforeseen Changes**

- 9.7 In the event of a change of match venue being necessary prior to a match because of unforeseen weather or field of play conditions, the Home Club shall take all reasonable steps to give adequate notice to the Federation and the Away Team as to the new match venue. The Competitions Manager shall make the final decision, which will be binding on all parties.

### **Defaults**

- 9.8 Any default will be recorded as a win to the opposing team.
- 9.9 Notification of a team's default must be made in writing to the Competitions Manager by the Club secretary or other recognised Club official.
- 9.10 A team which defaults either two (2) matches in succession or a total of three (3) matches in the season may be disqualified from the Competition at the discretion of the Federation.



- 9.11 If both teams are deemed to have defaulted, a 'no result' of 0-0 may be recorded or the match may be rescheduled at the sole discretion of the Federation.
- 9.12 Where a team claims a match by default on the day of the match, the Club must notify the Competitions Manager in writing via email.

#### **Suspended or abandoned matches**

- 9.13 In the event of adverse weather conditions occurring during a match, where in the view of the Community Referee endangers the Players or Officials, the Community Referee may at their sole discretion suspend play for a period of up to ten (10) minutes to allow time for conditions to improve to a point where the match is able to recommence.
- 9.14 Where weather/ground conditions preceding a fixture raise doubts as to whether play shall take place, the Home Club and/or referee shall call the Competitions Manager to discuss whether the ground is fit for play. Due notification of these circumstances shall be communicated to the Away Team by the Competitions Manager. The above procedure shall be initiated with the travelling time of the Away Team in mind.
- (a) In these circumstances, if the Away Team has been notified that a match is to be played, then all reasonable efforts shall be made to ensure that the match proceeds in accordance with these regulations.
- 9.15 Any match abandoned after kick-off, for any reason, shall be reported directly to the Federation by the referee if present and the Home Club. Upon review, the Competitions Manager may decide that:
- (a) The score at the time of the abandonment shall stand, or
- (b) The match shall be awarded to one of the teams as a forfeit win with a recorded score line of 3-0, or
- (c) The match shall be rescheduled by the Federation.

## **10 REFEREES**

- 10.1 The Federation will not appoint Match Officials for any junior fixture. The home team may provide a Community Referee (CR) with current accreditation to control the whole fixture.
- 10.2 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 visibly wear their CR shirt.
- 10.3 If the home team does not have a CR, and the visiting team does, then the visiting CR shall control the fixture.
- 10.4 Alternatively, teams may agree at the start of the game that one volunteer referee from each team shall officiate one half each. Once agreed, the Referee should not be changed during a half other than for injury or on the mutual agreement of both team coaches.
- 10.5 In any event, the referee controlling any part of the fixture has the same rights and obligations as an appointed official.

- 10.6 The prime purpose of anyone refereeing in these Junior competitions is to add to the enjoyment and safety of the players through the application of the IFAB Laws of the Game, these regulations, common sense and the philosophy of fair play.

## **11 SUBSTITUTION RULES**

### **Substitution Procedures**

- 11.1 The procedure for substitutions shall be in accordance with the IFAB Laws of the Game.
- 11.2 The substitutions in all Junior Competitions are returning (rolling) unlimited substitutions. See Appendix One for any and all variations per age group to this clause.

## **12 ELIGIBILITY OF PLAYERS**

- 12.1 Players must play within their correct age group unless the appropriate dispensation has been approved by the Federation. Age group is determined by the year of birth (e.g. Under 10 (U10) is for players who will attain their 10<sup>th</sup> birthday during the calendar year of the current season).

- (a) Females playing in mixed gender competitions can play down one grade without dispensation.

- 12.2 A Player is eligible to play in these competitions provided that:

- (a) The Player is duly registered in for their club and is marked CONFIRMED in COMET for the current season in accordance with the FIFA Regulations on the Status and Transfer of Players and NZF Regulations on the Status and Transfer of Players

- 12.3 Each Club shall be solely responsible for fielding only eligible players.

- 12.4 Any Club found guilty of fielding an ineligible Player for whatever reason may be subject to the following penalties;

- (a) Where a club repeatedly infringes this regulation, the Federation may increase the sanction to be pronounced as deemed appropriate for the infringement.

- 12.5 All international transfer clearances (ITC) must be processed and completed as per the NZF Regulation of Status and Transfer of Players.

- 12.6 A team on the day may be made up to full strength by players registered with the opposing team's Club 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.

- 12.7 All junior competitions for girls are restricted to female players only.

### **Dispensations**

- 12.8 A club may apply for age dispensations for individual players who wish to play outside their age grade a maximum of two (2) grade up or down.

- 12.9 Generally, dispensations will only be approved for players to play above the correct grade in exceptional circumstances or for practical reasons, for example:
- (a) When there is a genuine need through insufficient numbers to form a team, or
  - (b) Higher level players with birthdays close to the cut-off date (e.g. January).
- 12.10 Generally, dispensations will only be approved for players to play below the correct grade in exceptional circumstances or for practical reasons, for example:
- (a) When there is a genuine need through insufficient numbers to form a team, or
  - (b) Lower level players with birthdays close to the cut-off date (e.g. December), or
  - (c) Players small of stature, or
  - (d) Players with disabilities.
- 12.11 Where a girls' team wishes to play in a boys' Competition at any level, written permission from the Federation is required before a team can take the field.
- 12.12 Applications for age dispensation must be sent to the relevant NRF Area Manager on the dispensation form found on the Federation websites. Accompanied by the reason for dispensation, signature of the parent or caregiver of the player. The dispensation must be approved by the Federation before the player can take the field.
- 12.13 The Federation will work to provide as many quality opportunities for as many players as possible for as long as possible. With the guidance of NZF, dispensations and pooling of junior players into a single 'A' team is strongly discouraged as it is at odds with best practice player development.

### **13 JUNIOR FRAMEWORK:**

<b>First Kicks</b>	U5 & U6
<b>Fun Football</b>	U7 & U8
<b>Mini Football</b>	U9 to U12 plus U13 Girls-only

- 13.1 First Kicks, Fun Football and Mini Football (U9, U10, U11, U12) games are primarily for the development of skills. Results are required to be submitted to the Federation as directed for grading purposes and determining the make-up of the Divisions. League tables are not published, and championships are not awarded.

### **14 TEAM CATALOGUES**

- 14.1 Clubs must enter their Team Catalogues in COMET prior to the commencement of the Competition.
- 14.2 A player may be included in more than one Team Catalogue;
- 14.3 Teams must produce their Team Catalogues if requested by the opposition. Failure to produce the Team Catalogue on request may incur a sanction to the team's Club. The Team Catalogue may be viewed electronically.

### **15 CODE OF CONDUCT**

- 15.1 No person is entitled to bring the NZF, the Federation, the game or any related issue into disrepute. In particular, coaches and players are not entitled to communicate negative

comments which results in such disrepute. Any person who breaches this clause will be liable to be sanctioned at the sole discretion of NZF or the Federation, as appropriate.

## **16 MISCELLANEOUS**

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

## **17 TROPHY, AWARDS, and MEDALS**

17.1 Trophies, Awards or Medals will not be presented to teams in any junior competitions.

## **18 REFERENCES**

- IFAB Laws of the Game
- FIFA Disciplinary Code
- NZF Regulations on the Status and Transfer of Players
- NZF Disciplinary Code
- NZF Retreating Line

## 19 Appendix One – GAME FORMATS – U5 to U12 Age Groups

<b>Mini Football</b>											
	<b>Format</b>	<b>Subs (Rolling)</b>	<b>Game Length</b>	<b>Minimum Field Size</b>	<b>Maximum Field Size</b>	<b>Penalty Area</b>	<b>Ball</b>	<b>Offside</b>	<b>GK's</b>	<b>Minimum Goal Size</b>	<b>Maximum Goal Size</b>
<b>U5 Mixed</b>	3 v 3	Whole of Football	2 x 15 = 30 3 x 10 = 30	25m x 15m	30m x 20m	N/A	3	-	N/A	2m x 1m	2m x 1m
<b>U6 Mixed</b>	3 v 3	Whole of Football	2 x 15 = 30 3 x 10 = 30	25m x 15m	30m x 20m	N/A	3	-	N/A	2m x 1m	2m x 1m
<b>U7 Mixed</b>	5 v 5	Whole of Football	2 x 20 = 40 4 x 10 = 40	25m x 20m	30m x 20m	N/A	3	-	N/A	2m x 1m	2m x 1m
<b>U8 Mixed</b>	5 v 5	Whole of Football	2 x 20 = 40 4 x 10 = 40	25m x 20m	30m x 20m	N/A	3	-	N/A	2m x 1m	2m x 1m
<b>U9 Mixed</b>	7 v 7	3 from 3	2 x 25 = 50	45m x 30m	55m x 35m	8m x 16m	4	YES – RL	YES	3.8m x 1.9m	4m x 2m
<b>U9 Girls</b>	7 v 7	3 from 3	2 x 25 = 50	45m x 30m	55m x 35m	8m x 16m	4	YES – RL	YES	3.8m x 1.9m	4m x 2m
<b>U10 Mixed</b>	7 v 7	3 from 3	2 x 25 = 50	45m x 30m	55m x 35m	8m x 16m	4	YES – RL	YES	3.8m x 1.9m	4m x 2m
<b>U10 Girls</b>	7 v 7	3 from 3	2 x 25 = 50	45m x 30m	55m x 35m	8m x 16m	4	YES – RL	YES	3.8m x 1.9m	4m x 2m
<b>U11 Mixed</b>	9 v 9	4 from 4	2 x 27.5 = 55	64m x 45m	70m x 50m	10m x 24m	4	YES	YES	4m x 2m	5m x 2m
<b>U11 Girls</b>	9 v 9	4 from 4	2 x 27.5 = 55	64m x 45m	70m x 50m	10m x 24m	4	YES	YES	4m x 2m	5m x 2m
<b>U12 Mixed</b>	9 v 9	4 from 4	2 x 27.5 = 55	64m x 45m	70m x 50m	10m x 24m	4	YES	YES	4m x 2m	5m x 2m
<b>U12 Girls</b>	9 v 9	4 from 4	2 x 27.5 = 55	64m x 45m	70m x 50m	10m x 24m	4	YES	YES	4m x 2m	5m x 2m

## 20 Appendix Two - RETREATING LINE

All divisions of Mini Football (U9 to U12) will play the Retreating Line rule in all fixtures.

### **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 moment 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.*

For 9v9 formats, the half way line becomes the offside line. This will help prepare players for the full sided game at youth ages.

### **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 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.

## **21 Appendix Three - FIRST KICKS PLAYING RULES**

### **Start and restart of play**

A game is started with a kick to a team mate from the middle of the halfway line. The opposition must be 5m away from the ball at this time. In order to score a goal from kick off it must touch someone else on the field before entering the goal. When a goal is scored, play is restarted at the halfway line with the side conceding the goal taking the kick off as per the start of play.

### **Scoring Goals**

A goal is scored when the whole ball crosses the line. Goals can only be scored from the opposition's half as there are no goalkeepers.

### **Offside**

There is no offside rule in First Kicks. Players should be discouraged from permanently standing in blatant offside positions.

### **Ball crossing the touch line**

There are no throw ins. The ball is to be kicked or dribbled into play from behind the touchline. To ensure players have as much contact with the ball as possible, players have approximately three seconds to recommence the play from a restart.

The defending team should be retreat to 5m away from the ball until play is restarted. The ball must touch someone else on the field before a goal can be scored.

### **Ball crossing the goals line**

There are no corner kicks. Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch someone else on the field before a goal can be scored.

### **Fouls and Misconducts**

Most acts of handball or fouls and misconduct at this level are caused by accident and with little to no intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act of handball, foul or misconduct has occurred, explain to the child how they have broken the rules and that they should try not do this again.

Indirect free kicks are awarded for acts of handball or fouls and misconduct (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal). Opponents must be at least 5m away from the ball when the indirect free kick is taken.

### **Match Results and Ladders**

Published match results, ladders and tables are not applicable at First Kicks. Under no circumstances will match results be published publically by Member Federations, Local Associations or local clubs.

## **22 Appendix Four - FUN FOOTBALL PLAYING RULES**

### **Start and restart of play**

A game is started with a kick to a teammate from the middle of the halfway line. The opposition must be 5m away from the ball at this time. In order to score a goal from kick off it must touch someone else on the field before entering the goal. When a goal is scored, play is restarted at the halfway line with the side conceding the goal taking the kick off as per the start of play.

### **Scoring Goals**

A goal is scored when the whole ball crosses the line. Goals can only be scored from the opposition's half as there are no goal keepers.

### **Offside**

There is no offside rule in Fun Football. Players should be discouraged from permanently standing in blatant offside positions.

### **Ball crossing the touch line**

There are no throw-ins. The ball is to be kicked or dribbled into play from behind the touchline. To ensure players have as much contact with the ball as possible, players have approximately three seconds to recommence the play from a restart.

The defending team should be retreat to 5m away from the ball until play is restarted. The ball must touch someone else on the field before a goal can be scored.

### **Ball crossing the goal-line**

There are no corner kicks. Regardless of which team touched the ball last, a player from the team whose goal line the ball has crossed will place the ball anywhere along the goal line and pass or dribble the ball into play. Opponents must retreat to the half way line and can move once the ball is in play. The ball must touch someone else on the field before a goal can be scored.

### **Fouls and Misconducts**

Most acts of handball or fouls and misconduct at this level are caused by accident and with little intent. In this case try and give the advantage to the attacking team and continue play. If you decide a deliberate or serious act of handball, foul or misconduct has occurred, explain to the child how they have broken the rules and that they should try not to do this again.

Indirect free kicks are awarded for acts of handball or fouls and misconduct (An indirect free kick is where a goal can be scored only if the ball subsequently touches another player before it enters the goal). Opponents must be at least 5m away from the ball when the indirect free kick is taken.

### **Match Results and Ladders**

Published match results, ladders and tables are not applicable at First Kicks. Under no circumstances will match results be published publically by Member Federations, Local Associations or local clubs.



## 23 Appendix Five – MINI FOOTBALL PLAYING RULES

### Start and restart of play

A game is started with a kick to a teammate from the middle of the halfway line. The opposition must be 5m away from the ball at this time. In order to score a goal from kick off it must touch someone else on the field before entering the goal. When a goal is scored, play is restarted at the halfway line with the side conceding the goal taking the kick off as per the start of play.

### Scoring Goals

A goal is scored when the whole ball crosses the whole of the line – either in the air or on the ground.

### Ball crossing the touch line

Throw in. The ball should be thrown in to play from behind the touch line. The player should face the field of play with both feet either behind or on the touchline. Players must use both hands to deliver the ball from behind and over their head. 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.

### Ball crossing the goals line

Last touched by defending team – A corner kick is awarded.

Last touched by attacking team – Goal kick from anywhere within the penalty area. Opponents retreat to the Retreating Line.

### GOALKEEPERS

The Goalkeeper is allowed to handle the ball anywhere in the penalty area. To restart play after a save or gathering the ball with their hands, the ball must be thrown or rolled from the hands or played from the ground with their feet, within 6 seconds. The Goalkeeper is not allowed to kick or drop kick the ball directly from their hands.

An indirect free kick is awarded if the goalkeeper touches the ball with their hands after it has been deliberately kicked to them by a team mate.

### Fouls and Misconducts

There are only indirect free kicks for fouls and misconducts with the exception of penalty kicks. Opponents must be at least 5 metres away from the ball when the indirect free kick is taken.

Free Kicks occur when a player:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempt to strike an opponent
- Pushes an opponent
- Tackles an opponent from behind to gain possession of the ball
- Making contact with the opponent before touching the ball
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately
- Plays in a dangerous manner
- Impedes the progress of a player

A deliberate handball or serious misconduct in the penalty area results in a penalty kick which is taken from 7m (U9 – U10) or 8m (U11 – U12) from the goal-line with a Goalkeeper in position.

## 24 Appendix Six - POSTPONEMENTS/FIXTURE CHANGES

### Late changes/individual fixture postponements.

- Changes made to a specific weekend fixture following publication of the fixtures Friday 4pm both clubs will be notified by email or telephone – either voice call or text message.

### Blankets postponements

- Blanket Postponement Information is available on the Federations' Websites on the morning of the postponement and via the Federations' Facebook pages.
- Northland/Far North Districts – will be advised as above and Club co-ordinators will also be advised.

### FIRST KICKS (U5 & U6) and FUN FOOTBALL (U7 & U8)

- Unless under direct Federation Competition Management clubs involved in individual in-house First Kicks and Fun Football will be responsible for advising changes/postponements.

### First Kicks and Fun Football Programmes under direct Federation Competition Management are:

- Western Junior Framework:  
Oratia United, Glen Eden United, Ranui Swanson, Te Atatu, Waitemata and West Auckland.
- Far North Junior League:  
All teams participating in the U7 & U8 competitions.

***Blanket postponements as advised by Council will apply to all Junior Football – includes in-house competitions.***