



2015 Competition Regulations Northern Regional Football League Men's Reserves Knockout Competition

1. Reference to General Provisions

These regulations are specific competition regulations governing aspects of play and procedure as allowed under Section 4 of the AFF Federation Competition Regulations, Senior and 19th Grade Men, Senior Women, General Provisions.

The General Provisions shall apply to NRFL Reserves Knockout Competition as well as these specific competition regulations, with the proviso that where there is a contradiction between the two, these specific regulations shall take precedence.

2. Participation

Participation in the NRFL Reserves Knockout Competition shall be open to the reserves teams of all clubs within the boundaries of Federations One, Two and Three as specified in NZ Football **Statutes, Regulations and codes**, that are qualified to play in any men's division of the NRFL competition, subject to the granting annually of any further sanction or permission required in NZF or Federation Rules or Policies.

For the 2015 season, participation shall be open to the two AFF teams sanctioned to play in the NRFL Division 2 Reserves league.

An area or regional team from within a Federation may participate in the NRFL Reserves Knockout Competition only if it is the sole representative of that area, subject to the approval of both the home Federation in which the team is based and the **NRFL** Competitions Manager.

As a condition of entry all clubs and teams that participate in the NRFL Reserves Knockout Competition shall abide by these specific competition regulations, as set down or amended from time to time by AFF.

All qualifying teams shall be automatically entered into the NRFL Reserves Knockout competition, and a draw made.

3. 2015 Competition Organisation

For 2015 the draw shall **be as follows:**

- 9-10th May - Preliminary round
- Monday 1st June - Round 1
- 27-28th June - Round 2
- Wednesday 22nd July - Semi-finals
- Sunday 13th September - Finals Day

A preliminary round will be played on 9th-10th May, involving the 8 teams in NRFL Division 2 Reserves 5th – 12th positions at the time of the draw on Tuesday 28th April. The four winning teams will progress to the first round of the NRFL Reserves Knockout. The four defeated teams will take no further part in the NRFL Reserves Knockout.

The first round of the NRFL Reserves Knockout Cup competition will consist of a random draw between the 12 NRFL Premier Reserves teams plus the leading 4 teams in NRFL Division One Reserves as of the date of the draw on 18th May.

The first round of the NRFL Reserves Knockout Bowl competition will consist of a random draw

between the NRFL Division 1 Reserves 5th – 12th positions and the teams in NRFL Division Two Reserves in positions 1st-4th and the winners of the preliminary round.

After the first round the teams will go forward into one of four sections as follows:

- The 8 winners of first round of games in the upper half of the draw will be drawn at random to play in the Cup competition.
- The 8 defeated teams in the first round games in the upper half of the draw will be drawn at random to play in the Plate competition.
- The 8 winners of first round games in the lower half draw will be drawn at random to play in the Bowl competition.
- The 8 defeated teams in first round games in the lower half draw will be drawn at random to play in the Shield competition.

After the second round of fixtures, only winning teams will progress further into each competition. Fixtures in these sections will be drawn randomly from the teams qualifying into the semi-finals and then finals.

4. Fixtures and Scheduling

Matches shall be played at such time and on such grounds as may be directed by AFF, and both teams having not less than nine players present, must be prepared to commence the game no later than 10 minutes after the time set down for kick-off. Any team not complying with this specific competition regulation, unless good cause can be demonstrated to AFF, shall be deemed to have defaulted the match.

Proposed postponement/abandonment of any match prior to kick-off, for any reason, shall be reported immediately to the NRFL Competitions Manager, by the referee if present, or if no referee is present, by the home club.

If the match referee is not present, the NRFL Competitions Manager may request that the match referee attend the ground to assess conditions, or where the match referee is not able to attend within a reasonable time, request of the NRFL Referee Administrator and/or the local referee appointments officer that a senior local referee attend the ground to assess conditions, and provide a verbal report back to the NRFL Competitions Manager.

The above procedure shall be initiated with the traveling time of the away team in mind, such that the expense of wasted trips is avoided. Where a home club has in the opinion of the NRFL Competitions Manager through lack of timely action contributed to an away team commencing or completing a journey and incurring unnecessary costs, the home club may be fined an amount commensurate with those costs and the fine be diverted to the away club to offset those costs.

The NRFL Competitions Manager may:

- Confirm the match is postponed, or
- Transfer the match to another venue on the same day at the same time, or
- By mutual agreement with the clubs and official involved, reschedule the match to be played later on the same day, the next day or on another day, at the original or a different venue.

Any match abandoned after kick-off, for any reason, shall be reported immediately to the NRFL Competitions Manager, by the referee if present, or if no referee is present, by the home club. The NRFL Competitions Manager may decide that:

- The score at the time of the abandonment shall stand, or
- The match shall be awarded to one of the teams as a forfeit win, or
- The match shall be rescheduled to another date.

5. Number of players per side

Teams shall have a maximum of 11 players on the field at any time and a minimum of 7 players. Although matches should not *commence* with fewer than 9 players a side should any

team be reduced to less than 7 eligible players, whether through shortage or sending-off, the match shall be abandoned by the referee.

6. Duration of matches:

All matches in NRFL Reserves Knockout Competition:

2 x 45 min halves plus half time of up to a maximum of 15 minutes, from whistle to whistle.

If the scores are tied at the end of normal time, the result shall be determined by the taking of penalties in accordance with FIFA Regulations. There ***must*** be a result. **No extra time shall be played in all games leading up to and including semi-finals.**

Final - If the scores are tied at the end of normal time, a **period of 15 minutes extra time each way as per FIFA Laws of the Game**. If the scores are tied at the end of extra time, the result shall be determined by the taking of penalties in accordance with FIFA Laws of the Game.

7. Substitutions

Up to 3 substitutes may be used from up to 5 players named on the team card, but requiring the permission **from the referee to enter the field of play**, and provided that:

- i) the player leaves the field completely before the substitute enters the field
- ii) substitutions are made during a break in play
- iii) players always enter and leave from the half-way line.

8. Player Eligibility

Clubs shall ensure that a player is eligible to play and is properly registered with their club's own Federation **in Goalnet and active in 2015 season**, and that all necessary clearances from previous clubs are obtained from the club and via other Federations or FIFA member countries as required in NZF Regulation **on the Status and Transfer of Players** (including provisions for players playing under any loan agreement) and covered in the Federation Competition Regulations, Senior and 19th Grade Men, Senior Women General Provisions, *prior to taking the field*.

AFF Clubs only: Any player by age 15th Grade or below requires dispensation from AFF to play for an AFF club in a NRFL competition. Clubs shall request dispensation from AFF in writing on **the relevant form with the** signature from the parent or guardian of the player supporting the dispensation request, and such dispensation must be granted prior to the player taking the field. If such dispensation is required but has not been granted, the player is ineligible to play.

Clubs from other Federations should check with their home Federation for any specific dispensation or eligibility requirements for young players.

To play in the NRFL Reserves Knockout Competition, players must have played (i.e. taken the field) in a minimum of two NRFL Reserves League competition matches in the **2015** season prior to the Reserves Knockout Competition fixture, or be from a team in the club which plays at a lower level, unless they are making their first appearance for a new club and are not otherwise cup-tied in this particular competition. Players who are normally first team players and who have *not* played in at least two Reserves League competition matches are *not* eligible to play in the NRFL Reserves Knockout Competition.

Players shall not play for more than one club in the NRFL Reserves Knockout Competition in any one season.

Players who have played in the Chatham Cup for their club first team are eligible to play in the NRFL Reserves Knockout Competition (so long as they are not otherwise ineligible under other clauses herein), and vice versa.

Where a team is found to have played an ineligible player(s), the team will forfeit the match. A team sanctioned with a forfeit is considered to have lost the match by 3-0. If the goal difference at the end of the match is greater than three, the result on the pitch is upheld.

The offending team's club shall incur any Ineligible/Unregistered Player fine as set down in the NRFL Schedule of Fees (see 1st Schedule of NRFL Competition Regulations).

9. Match Balls

Three superior quality size 5 FIFA-approved match balls shall be provided by the home team, fit for play as determined by the referee. The match balls must be delivered to the referee not less than 30 minutes prior to the commencement of the match.

AFF may from time to time enter into commercial arrangements with a third party that includes a requirement to specify the brand and model of ball to be used in the NRFL reserves Knockout Cup, whether or not it is provided free of charge. In these circumstances AFF reserves the right to make use of such ball compulsory within the scope of these specific competition regulations.

10. Referees

A match official or officials will be appointed by the NRFL referee administrator through AFF, to each NRFL Reserves Knockout Competition match.

In the event of the referee so appointed not attending, the officials of the two teams shall make every endeavour, including contacting the NRFL Competitions Manager and/or the NRFL referee administrator, to mutually appoint or have appointed another person to referee the match. Any person so appointed shall have the same powers and authorities as an official appointed by the AFF.

The pre-payment of referees that has been made by clubs for the league competitions does not extend to the NRFL Reserves Knockout Competition. The home club in each tie will be invoiced for match officials separately to the league competition.

11. Goals, Markings, Technical Areas

Approved goals, and marked grounds with corner flags in accordance with FIFA Laws of the Game Law 1 must be supplied by the home team and must be in place before the scheduled kick-off time. Nets are mandatory for all NRFL Reserves Knockout Competition matches.

All grounds on which NRFL Reserves Knockout Competition matches are played must also meet the ground marking requirements as noted for Technical Areas in the FIFA Laws of the Game.

Only the players and officials named on the match information sheet handed to the referee prior to the start of the game will be permitted in the Technical Area. All other people will be requested to leave the Technical Area. Sufficient seating must be provided inside the Technical Area for all those named on the match information sheet, up to a permitted maximum of nine people.

12. Uniform Clashes

If in the opinion of the referee there is a clash between the registered colours of the two teams, the away team (ie second-named team) in the fixture must provide a change of the item(s) of strip (shirt, shorts and/or socks) 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, will incur a fine for Incorrect Strip as set out in the NRFL Schedule of Fees.

Home teams must not deviate from the colours notified to AFF and via any NRFL handbook to all other teams. Away teams will be deemed to have complied with this regulation if they arrive with a strip that does not clash with the home team's colours as noted in the handbook. It shall then be the responsibility of the home team to revert to their published colours or find an alternate strip that does not clash with the away team.

The referee will be the sole judge of whether a clash requiring a change of items of a team strip exists.

13. Sponsor Advertising on Playing Shirts

Players' shirts (including goalkeepers) may carry advertising subject to the following conditions:

- There is no conflict with the interest of the sponsors of the NRFL
- The sponsorship does not conflict with aims and objectives and the interests of NZF and the Federations
- Designs have been submitted to AFF for approval and AFF (where necessary in consultation with NZF and other federations) have approved the design in writing
- The dimensions of the advertising do not exceed those outlined below
- Goalkeepers shirts must not carry different advertising to the rest of the players' shirts.

All new strips procured by clubs must meet this regulation. Where playing strips with advertising are already in existence and were procured prior to the 2010 season and it is thought they may fall outside the regulation, clubs should seek temporary approval for the existing shirts from AFF, which will not be unreasonably withheld.

Shirts may have the following advertising and logos:

- One NRFL competition logo if such is designed and in use, not exceeding 100 sq cms
- One logo of the NRFL competition sponsor, not exceeding 100 sq cms
- One club badge or emblem, not exceeding 100 sq cms
- One example of the manufacturers trademark or name, not exceeding 20 sq cms
- The name or logo of the club sponsor or sponsors, which must be on the front and/or back of the shirt as follows:
 - Front – not more than 450 sq cms in area, not more than 30 cms across and not more than 15 cms high
 - Back – not more than 300 sq cms in area, not more than 30 cms across and not more than 10 cms high.
 - One sponsor may appear on front and back, or two different sponsors, one in each place
 - (Areas shall be calculated measuring around the outline of the advertising including spaces between words and between elements of the logo and wording)
- Shirts may not carry advertising for alcohol or tobacco, nor anything connected to those two industries, nor anything which may be regarded as distasteful or ethically or morally undesirable
- The colour and design of advertising may be taken into account by referees in determining any colour clash, and may enforce a change of strip in their discretion where advertising is a factor.

14. Shirt Numbering

For the purposes of player identification by match officials and spectators, numbering **on the back of shirts is** mandatory in all divisions of the NRFL. 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.

15. Defaults

Defaults must be notified in writing to the **NRFL** Competitions Manager by the Club Secretary no later than 12.00 noon on the Friday preceding the fixture so that the ground may be used for an alternate fixture and any referee allocation can be changed.

Clubs may be fined for defaults not notified before this deadline in accordance with the NRFL Schedule of Fees published from time to time by AFF.

Any team defaulting after the deadline, including on match day, will have a 3-0 win recorded to the opposition, providing that they in their turn have complied with these regulations. The **NRFL** Competitions Manager should immediately be informed of a default on match day.

It is recommended that defaulting teams also advise their opposition as a matter of courtesy.

Where a team claims a match by default it must submit a properly completed match information sheet showing the names of the players present and prepared to play, and the grounds on which the match is claimed. If the match referee is also present the facts should be substantiated by his or her signature, or if not and if otherwise possible by an official or member of the opposing club.

16. Misconducts, Cautions and Expulsions

New Zealand Football Statutes, Regulations and codes and these Competition Regulations concerning misconducts of players, coaches and officials, apply to all NRFL matches, including Knockout Competition matches.

Teams, players, officials and spectators shall at all times behave in a manner that shall not damage the image of the game.

Age grade players playing in NRFL competitions will be subject to fines as set out for senior players.

Players or Clubs may further appeal the decision to New Zealand Football under Federation Rule 30 and New Zealand Football Statutes, Regulations and codes.

Misconducts, cautions and expulsions shall be referred to a player's home club Federation and will be dealt with under each Federation's own disciplinary procedures. The NRFL Reserves Knockout Competition will not be treated as a separate competition for the purposes of misconducts, cautions and expulsions. Players under suspension from NRFL league competitions will be ineligible to play in the NRFL Reserves Knockout Competition, and suspensions received in the NRFL Reserves Knockout Competition will be served in the next NRFL league competition game or games.

Any players under suspension shall be ineligible to take part in any matches or to act as a club or team official during the term of the suspension, and may not be named as a team official on the match information sheet nor occupy a place in the technical area.

Serious misconducts or incident reports, or incidents involving players or officials from more than one team, will be dealt with by a joint NRFL Disciplinary Committee formed for the purpose of hearing such cases, involving representatives of AFF and the Federation of each player or team involved. For teams within AFF, a representative of at least one other Federation will be involved in any NRFL disciplinary process.

17. Protests, Disputes and Appeals

NZ Football Statutes, Regulations and codes, Federation Rules and Regulations, apply to all NRFL Reserves Knockout Competition matches.

18. Match Information Sheets

A completed NRFL match information sheet is to be filled out correctly and in clear and legible letters by each team in an NRFL fixture, including reserves games, listing; the shirt numbers, national identification numbers, given names and family names as registered in the Goalnet database of eleven starting players and up to five substitutes, plus up to four additional coaching, managerial or medical staff authorized to be within the technical area. All other personnel associated with the team in any other way are to be outside the technical area and behind all other crowd control measures.

Completed NRFL match information sheets shall be handed to the referee no later than 30 minutes prior to the scheduled commencement of the game.

In the event of a player entered on a match information sheet subsequently not taking part in the match, the onus of deleting the player's name prior to kick off shall be on the officials of that player's own club.

At the conclusion of the game the referee shall transfer information on the following to the match information sheet:

- The shirt number of the scorer and the time of each goal,
- The shirt numbers and times of substitutions onto and off the field,
- The shirt number and time of each caution or sending-off
- The NZF Regulatory coding for each caution or sending off offence committed

The referee shall sign all sheets and hand them back to the respective team **officials** after agreeing the final score, after the game with a representative of both teams also signing each sheet as indicated. Each team must return their own sheet to the AFF office by fax, by email attaching a scanned file in PDF similar format, or in person to the AFF office, no later than midday Monday after a weekend fixture, or midday the day following a midweek fixture.

Each team is responsible for its own match information sheet, and that the information for which they are signing has been correctly entered. It is recommended that clubs retain **their copy** of the match information **sheet**.

Any match information sheet that is illegible or incomplete, or that is deliberately completed with obviously false names, will be treated as not returned. Teams not returning match information sheets in time or in accordance with these specific competition regulations will be subject to sanction as set out in the **NRFL** Schedule of Fees as published by AFF from time to time.

19. Results

Both teams shall text the **NRFL** Competitions Manager and also the AFF Communications Manager not less than 30 minutes after the conclusion of the match the full time score and the first and family names of all goal scorers. **If penalties have been necessary to determine a result, this information must also be text to both the NRFL Competitions Manager and the AFF Communications Manager.**

Clubs failing to comply with these regulations may be subject to late results penalties as set out in the **NRFL** Schedule of Fees as published from time to time.

AFF shall be responsible for placing results on the AFF competitions website, and for communicating results to relevant media.

Clubs are invited to be in contact with AFF to add relevant local media to results circulation, and to discuss other media relationships where clubs and AFF may be able to coordinate promotion of the NRFL competitions.

20. Obligations and Responsibilities of Participating Clubs

Clubs shall operate on match days under Law, under any bylaws of Territorial Land Authorities on whose land their grounds and premises sit, under FIFA Fair Play and under the NZF Code of **Ethics**.

Clubs are responsible for the conduct of their players, coaches, officials and spectators. Home clubs are also responsible for the conduct of any others present at the match, whether or not such persons are directly connected to the club.

In particular clubs are reminded of their duties to manage, as directed by such instruments as are named above and any others that may apply, the sale and consumption of alcohol at their grounds.

It is the duty of the referee to order the removal of offenders by officials of the home club if he or she feels that the consumption of alcohol is affecting his or her control of the match. The referee may stop the match until such offenders have been removed, and the incident shall be reported after the match to the **NRFL** Competitions Manager.

If the match, once stopped, is abandoned for any reason relating to the consumption of alcohol, the matter must *immediately* be reported to the NRFL Competitions Manager. The matter will be passed on the offending club's own Federation for such action as it sees appropriate.

21. Match Day Manager

Clubs shall nominate for each home game a match day manager, who shall be responsible for liaison with opposing teams and with match officials, and for the overall management of the match on the day.

The match day manager shall make him or herself known to all parties on their arrival, and be the person sought by them should they have any requirements or requests of the home club at any time during their visit.

The match day manager shall also be the first point of contact for emergency services if required, for the removal of unruly spectators if required by the referee, and for reference in any instances requiring the filing of an incident report by a match official or by either club.

The match day manager must be able to be readily and quickly identified, and be available to act decisively and with the authority of the club to meet reasonable requests and to control any incidents. Any incidents of note should be reported to the NRFL Competitions Manager on the appropriate form.

At the discretion of the home club, the designated match day manager may be identified by easily-recognised and distinctive clothing.