



# **AUCKLAND SUNDAY FOOTBALL ASSOCIATION (Inc.)**

**In Partnership with Northern Regional Football (Inc.),  
New Zealand Football (Inc.), and F.I.F.A.**

**PO Box 40-582, Glenfield**

## **COMPETITION REGULATIONS**

Note – regulations are subject to change.

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## 1. DEFINITIONS

The terms given below denote the following:

- 1.1. **Away Team:** The Club playing a match at an opponent's nominated match venue.
- 1.2. **Club:** An affiliated member club of Auckland Sunday Football Assoc. (ASFA) that enters at least one team in a Competition.
- 1.3. **COMET:** Means the NZF National Registration System and Competitions Management System.
- 1.4. **Competition:** any competition, tournament or league administered by the Association including pre and post season, season proper, finals series and any knockout cup competition.
- 1.5. **Competitions Manager:** means the official appointed by the Association to administer the Competitions.
- 1.6. **Fines Schedule:** means the schedule attached to these regulations.
- 1.7. **Health and Safety Regulations:** The Health and Safety Act 2015 and all other relevant regulations.
- 1.8. **Home Club:** The Club responsible for the organisation and management of matches played at their nominated match venue.
- 1.9. **Home Team:** the Club named first on the Competition fixture.
- 1.10. **Home Venue:** A match played at a Club's own nominated match venue.
- 1.11. **IFAB:** International Football Association Board
- 1.12. **Match Day Line-up:** Refers to COMET Matchday line-up used for recording player participation in a Competition Match.
- 1.13. **NZF:** New Zealand Football Incorporated.
- 1.14. **NZF Disciplinary Committee:** The Disciplinary Committee of NZF.
- 1.15. **Player:** Any football player registered as such with a Club, and **Players** shall be construed accordingly.
- 1.16. **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.
- 1.17. **Regional Association Disciplinary Committee:** The Disciplinary Committee of a Regional Association/Association
- 1.18. **Regulations:** Means these Competition regulations.
- 1.19. **Season:** The period starting with the first official match of the Competition and ending with the last official match of the Competition.
- 1.20. **The Association –** Auckland Sunday Football Association (ASFA)

## 2. COMPETITION

- 2.1. These Regulations regulate the rights, duties, and responsibilities of all Clubs in these competitions.
- 2.2. These Regulations are binding for all parties participating and involved in the preparation, organisation, and hosting of these competitions.
- 2.3. 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.
- 2.4. All matches shall be played in accordance with the IFAB (International Football Association Board) Laws of the Game with limited exceptions outlined in these regulations.
- 2.5. Final decisions on interpretations of any part of these regulations shall rest with the Association (ASFA).
- 2.6. The entire control and management of these competitions shall be vested in the ASFA. The ASFA 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 ASFA may be delegated to a nominee.
- 2.7. The ASFA shall determine the number of teams that may compete in these competitions. The decision of the Association as to the composition and execution of these competitions shall be final and binding.
- 2.8. The ASFA may appoint a Competitions Manager or similar who shall be responsible for administering these competitions. The Competitions Manager holds authority as per the NZF Disciplinary Code.
- 2.9. Each club wishing to compete in these competitions shall, on or before a date advised by the Competitions Manager, confirm in writing their entries to compete in said Competition/s.
- 2.10. Entry to, and continued participation in, these competitions may be restricted or revoked by the ASFA having regard to:
  - 2.10.1. The Clubs satisfying criteria established from time to time by the ASFA on a continuing basis.
  - 2.10.2. The Club satisfying terms set by the ASFA from time to time.
- 2.11. From time to time the ASFA may set costs of participation beyond the normal ASFA, NRF and NZF levies which shall be payable to the ASFA.
- 2.12. In the event of any Club not continuing in the Competition for whatever reason, including failing to meet the criteria, resulting in their removal from the Competition, then the filling of the consequential vacancy shall be determined by the ASFA, which may in its sole discretion choose not to fill the vacancy.
- 2.13. In the event of a team being withdrawn from any division at any round during the Competition, then results, points and goal statistics shall be adjusted as though the team concerned was never involved in that division of the Competition. The team will be required to reapply for their position in the following season.
- 2.14. Each club competing in the Competition shall pay the Competition fees as directed by the ASFA.

- 2.15. In the event of any Club not paying the relevant Competition fees as required, then, without prejudice to any other remedies available to the ASFA, and at the sole discretion of the ASFA, the Club may be subject to:
- 2.15.1. Suspension from participation in the Competition or any further iteration of the Competition.
  - 2.15.2. The collection of unpaid costs being directed to a collection agency.

### **3. DISCIPLINARY MATTERS**

- 3.1. Disciplinary incidents will be dealt with in accordance with the NZF Disciplinary Code and the FIFA Disciplinary Code. Where there is any conflict between the NZF Disciplinary Code and these Regulations, then these Regulations shall apply.
- 3.2. The Competition Manager is authorised to determine the imposition and duration of the suspensions and fines pursuant to the NZF Disciplinary Code. The Competition Manager shall also retain the discretion to refer any disciplinary matters to the relevant Disciplinary Committee.
- 3.3. 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.
- 3.4. Temporary Dismissals (TD) are in use for all Competitions. It will be administered as per the below:
- 3.4.1. On receiving a yellow card for dissent by word or dissent by action (Y5 or Y6), the player will be sent from the field of play for a minimum period of ten (10) minutes.
  - 3.4.2. The player can sit in the Team's assigned technical area and return to play when instructed by the Match Official.
  - 3.4.3. If the same player receives another yellow card for any other offence, they are dismissed from the game and cannot be replaced, as per The Laws of the Game. The sanction is a one (1) game minimum for the red card.
  - 3.4.4. Any fines shall be paid immediately or once invoiced by the Controlling Federation. Where a suspension has been imposed, the player or team official shall remain suspended until such fine is deemed paid.
- 3.5. In addition, the Players agree to:
- 3.5.1. Respect the spirit of fair play and non-violence.
  - 3.5.2. Behave accordingly.
  - 3.5.3. Refrain from doping as defined in the FIFA Anti-Doping Regulations.

#### **Referee Reports**

- 3.6. Reference to a Referee's report for the purposes of the NZF Disciplinary Code and these Regulations shall include reference to the Match Day Line-Up in COMET.
- 3.7. Citation by the Referee of the relevant offence code shall be deemed to also be citation of the nature of the offence and the IFAB Laws of the Game for the purposes of the NZF Disciplinary Code and these Regulations.

#### **4. DISPUTES**

- 4.1. Any Club in the Competition may bring a dispute or protest to the ASFA, who shall decide or refer to the appropriate Judicial Body according to NZF Statutes, and advise the party or parties concerned in accordance with the relevant regulations providing that:
  - 4.1.1. 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.
  - 4.1.2. A protest shall be made by the Club Secretary or other authorised club official, no later than 72 hours of the completion of the fixture.

#### **Protests**

- 4.2. For the purposes of these Regulations, protests are objections of any kind related to events or matters that have a direct effect on matches, including but not limited to the state of and markings on the pitch, match equipment, eligibility of Players, venue installations and match balls.
- 4.3. Unless otherwise stipulated in this article, protests shall be submitted in writing to the Competition Manager within 72 hours of the conclusion of the match in question.
- 4.4. Protests regarding the eligibility of Players shall be submitted in writing to the Competition Manager within 72 hours of the conclusion of the match in question.
- 4.5. Protests regarding the pitch, its surroundings, markings, or accessory items shall be made to the Referee before the start of the match by a senior Team Official of the Participant lodging the protest.
- 4.6. Protests regarding any incidents that occur during a match shall be made to the referee by the Participant team's captain immediately after the disputed incident and before play has resumed, in the presence of the captain of the opposing team. The protest shall be confirmed to the Competition Manager in writing no later than 72 hours after the match.
- 4.7. No protests may be made about the Referee's decisions regarding facts connected with play, such decisions being final.
- 4.8. Clubs or players may appeal a decision through the process set out in the NZF Disciplinary Code.
- 4.9. Clubs or players may not appeal a yellow card (caution) except in the case of mistaken identity where the club must identify the player who should have been cautioned.
- 4.10. The appropriate fee must be paid within the required time limit before the appeal will be considered. The fees are listed in Schedule 1 of these regulations.

#### **5. DISCRIMINATORY INCIDENTS**

- 5.1. In the case of critical and/or continuing discriminatory incidents occurring from spectators during a match, the Match Officials can apply the FIFA directed procedure based on Law 5 of the LOTG (Laws of the Game) as set out below.
  - 5.1.1. The referee shall decide whether to stop the match to inform the nominated Home Teams Manager/Coach so that an announcement may be made to the spectators by the Home Team, urging the spectators to cease the discriminatory behaviour.

Any announcement or address to the spectators shall include a warning that any further discriminatory behaviour would see the game suspended.

- 5.1.2. If the discriminatory behaviour continues once the match has resumed, the referee may instruct the Home Team and Away Team to return to their dressing rooms while the match is suspended and until the behaviour stops. The Home Team shall, again directly address the spectators, that the discriminatory behaviour is to stop before play can resume.
  - 5.1.3. Should the discriminatory behaviour continue, after the suspended match has resumed play and following consultation with all relevant parties, including Away Team and Home Team, the referee, the referee shall abandon the match in line with regulations 4 and 9 of the NZF Disciplinary Code. Following the abandonment of the match the Home Team will be required to make an announcement stating that the match has been abandoned due to the ongoing discriminatory behaviour.
- 5.2. Should the referee have to enact any of the steps outlined, then they shall submit an Incident Report (as defined in the NZF Disciplinary Code) to the Competitions Manager/Judicial Committee.

## **6. SIDELINE BEHAVIOUR**

- 6.1. Spectators and supporters should watch the match from the side-lines and 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 any persons to move to the side line.
- 6.2. Clubs are responsible for the behaviour of their spectators, team management officials and players and are required to ensure their representatives abide by any FIFA, NZF and Association Codes of Conduct and uphold the spirit of Fair Play while participating in Association Competitions.
- 6.3. Home Clubs are also responsible for the conduct of any others present at the match, whether such persons are directly connected to the Club. Clubs must show that they have taken all reasonable steps to manage offending spectators.
- 6.4. Clubs are reminded of their duties to manage the sale and consumption of alcohol at their grounds.
- 6.5. A Referee may request Home Club officials to remove offenders if they feel that the consumption of alcohol or other substances are affecting their control of the match. The Referee may stop the match until the offenders have been removed. The incident shall be reported by way of an incident report after the match to the Competitions Manager.
- 6.6. Once a match is stopped and is abandoned for any reason relating to alcohol or other substances, the matter must immediately be reported to the Competitions Manager either by the Referee or Club by way of NZF incident Report form. The matter will be passed on to the Association for such action as it deems appropriate.

## **7. SECURITY**

- 7.1. The Host Club shall be responsible for taking all practicable measures to ensure:

- 7.2. That all facilities and equipment comply with the Health and Safety Regulations. Certificates of compliance as required must be current.
- 7.3. The orderly behaviour of the crowd and safety of the match officials, players and officials of the teams and all spectators; and
- 7.4. 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.
- 7.5. All Participants will be held responsible for the behaviour of their spectators, whether playing at home or away or at a neutral ground. A Participant must forthwith give notice in writing to the Association of any unruly behaviour of their spectators.
- 7.6. All grounds shall have unlocked and unblocked access to enable an ambulance to gain access to the ground and to the playing area.

## **8. MATCH VENUES, DATES AND KICKOFF TIMES**

- 8.1. The ASFA 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 and times as published by the ASFA and shall not be varied without the prior written approval of the ASFA.
- 8.2. The Competitions Manager shall determine times, dates, and grounds for any fixture in the Competition and shall always have the right to amend, postpone or cancel any fixture.
- 8.3. Matches shall be played at such time and on such grounds as directed by the ASFA.
- 8.4. Teams should advise the ASFA in writing prior to the start of the season as to their preferred kick-off times & venues.
- 8.5. Games may be scheduled on grass, hybrid or approved artificial surfaces.
- 8.6. 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 doing so, the match shall be extended to its normal duration in two equal halves.
- 8.7. If there is a match scheduled to follow on the same pitch, the match should be transferred to another available field or postponed. The Competitions Manager may:
  - 8.7.1. Confirm the match is postponed, or
  - 8.7.2. Reschedule the match.
  - 8.7.3. Require the total playing time to be reduced – with each period being of equal duration.
- 8.8. If any Club wishes to change the match date or kick off time, they must advise both the opposing club and the ASFA no less than 7 days prior to the scheduled games, setting out in full their reasons for requiring the change. In the event of both Clubs agreeing to the change, the ASFA shall take that into account prior to giving its decision.
  - 8.8.1. The ASFA may approve the request to change; or
  - 8.8.2. The ASFA may not approve the request to change; or
  - 8.8.3. The ASFA without the opposing club's agreement may in its sole discretion agree to the change.
- 8.9. Other changes to individual fixtures may be made at the sole discretion of the ASFA, not instigated by a Club, and not requiring permission in writing from the opposing club/team or Club.



- 8.10. Any additional cost incurred in changing a previously agreed match date or kick-off time shall be borne by the Club making the request.
- 8.11. In the event of a Club wishing to play at a match venue other than it is nominated match venue, it must give the ASFA at least 7 days' notice in writing setting out the reasons for the change of match venue, with full particulars of the new match venue and facilities available for players, spectators, and officials. The decision of the ASFA as to the acceptability of the proposed match venue change will be final.
- 8.12. Teams may be required to play at grounds other than their designated 'home' grounds to ensure fixtures can be completed – this could be due to weather or other such issues.

### **Floodlit Matches**

- 8.13. A fixture may be played wholly or partially under floodlights subject to the floodlight installation having been approved by the Association as being suitable.

### **Cost of Floodlights**

- 8.14. Any costs of night matches scheduled at the request of a club shall be borne by the club making the request.
- 8.15. Any costs of night matches scheduled by the ASFA shall be borne by the ASFA.
- 8.16. Any costs of night matches rescheduled by the ASFA shall be borne by the Home Club, (this shall apply where the Home Club has not taken the opportunity to reschedule).
- 8.17. Any costs of a night match re-scheduled at the request of a club, shall be borne by the club making the original request.

### **Field of play / Grounds**

- 8.18. All Clubs are to ensure that their fields comply with the IFAB Laws of the Game.
- 8.19. 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.
- 8.20. All teams participating in the ASFA competition must make every effort to provide adequate changing facilities before and after every game at their chosen home venue.
- 8.20.1. It is compulsory for Premiership and Championship to provide adequate changing facilities including showers.
  - 8.20.2. It is the responsibility of the team to ensure facilities are readily available.
  - 8.20.3. Grounds without suitable changing facilities and showers may be declined as a home venue by the ASFA Executive Committee.
- 8.21. The referee should allow a game to start/continue, unless there are safety issues if:
- 8.21.1. One or more corner flags are missing,
  - 8.21.2. There is a minor inaccuracy with the markings on the field of play such as the corner area, centre circle etc.
  - 8.21.3. The goalposts/crossbar are not white,

- 8.21.4. In such cases, the referee should, with the agreement of the teams, play/ continue the match and must submit a report to the Competitions Manager/Judicial Committee who will then make a final decision.

*Please note: this clause is a direct quote from the current IFAB Laws of the Game.*

## **9. REGISTRATION OF PLAYERS**

- 9.1. All players must be duly registered in accordance with the FIFA Regulations on the Status and Transfer of Players and the NZF Regulations on the Status and Transfer of Players. A player can only be registered for one (1) Club at a time and can only play for that Club.
- 9.2. No player may be deregistered and then re-registered more than once within a season and a player may be subject to a three (3) playing day stand down before appearing for their new club.
- 9.3. Any player who has played in the Northern Regional Football League (NRFL) divisions which comprise of: The Northern League, The NRFL Men's Championship, The NRFL Men's Northern Conference, The NRFL Men's Southern Conference, (or corresponding level from another region) may not participate in any game under the control of the ASFA at any time within ten (10) days of them having played for their non ASFA team. Any player who regularly appears for Reserve team of the above leagues will not be required to serve the stand-down period.
- 9.4. Players may terminate their registration with their current club and re-register with another club at any time throughout the season – provided they have met all obligations with their current club and have the approval of the Association in writing.
- 9.5. Teams may register up to twenty (20) players per season. Additional players will be charged per player and invoiced at the conclusion of the season.
- 9.6. All players must be registered prior to midnight June 30<sup>th</sup> – this includes any player de-registering and registering to a team within the ASFA Competitions. Any new player registering for a team for the first time will require approval of the Executive Committee or the Competitions/Registration Manager.
- 9.7. At all times the discretion of the Executive Committee and/or Competitions Manager shall apply.

## **10. ELIGIBILITY OF PLAYERS**

- 10.1. A Player is eligible to play in the Competition provided that:
- 10.1.1. The Player is duly registered 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.
- 10.2. Each Club shall be solely responsible for fielding only eligible players.
- 10.3. Players playing in the Masters Competitions must reach their 35<sup>th</sup> birthday during the calendar year of the current season.
- 10.4. Any club registering a player who is appearing for the first time in a New Zealand based competition shall submit an International Clearance Request (ITC). Where there is doubt as to the player's playing history a registration check should be conducted as if an ITC is required.
- 10.5. Any player found to be playing without the relevant clearance will be deemed to be ineligible and will incur the relevant fine as detailed in Schedule One.

## **11. PLAYING INELIGIBLE PLAYERS**

- 11.1. If a person takes part in an Official Match despite being ineligible, their team will be sanctioned by forfeiting the Match (this will be entered as a default against the match) and paying a fine as detailed in Schedule One. Each ineligible player will be fined the same amount.
- 11.2. Where a Club repeatedly infringes this Regulation, the ASFA may increase the sanction to be pronounced as deemed appropriate for the infringement.
- 11.3. If both teams are determined to have fielded ineligible players, the match shall be entered as cancelled meaning that neither team accrues points in the standings table.
- 11.4. Where a team suspects their opposition may have fielded ineligible players – photo ID may be requested by team management for up to four (4) players – any evidence should be forwarded to the Competitions Manager/Registration Manager no later than 72 hours following the match.
- 11.5. ASFA Executive Committee members may request photo ID at any time for any number of players at any match.

## **12. MATCH INFORMATION**

- 12.1. Each team shall name a team in the match day line-up with a maximum number of players for each match:
  - 12.1.1. ASFA Premiership may name up to 16 players.
  - 12.1.2. ASFA Championship, League One and below may name up to 18 players.
- 12.2. Any player who participates in the match and has not been named in the Match Day Line-up is ineligible.
  - 12.2.1. The exception to this is if both teams have agreed prior to commencement of the match that a player/player arriving late may be included.
  - 12.2.2. The player/players may be added to the team list & catalogue following the match.
  - 12.2.3. The player must hold a current, confirmed registration for their nominated club and be included in the team catalogue.
  - 12.2.4. The Competitions Manager or Executive Committee must be advised via telephone.
- 12.3. Each Club is responsible for ensuring that the Match Day Line-up is completed properly before the scheduled kick off, and that only the selected Players start the match.
- 12.4. All teams shall use Comet for their Match Day Line-ups.
- 12.5. The starting eleven may be adjusted in case of an injury during the warm-up, prior to kick off at the approval of the referee and following agreement between both teams.

## **13. SUBSTITUTION RULES**

### **Substitution Procedures**

- 13.1. The procedure for substitutions shall be in accordance with the IFAB Laws of the Game.
- 13.2. Premiership Competitions covered by these regulations may name 16 players and shall use up to five (5) substitutions, any player having been substituted may not re-enter the field of

play. These 5 substitutes may be made during three substitution opportunities during the match – half-time does not count as one of these opportunities.

- 13.3. Championship Competitions covered by these regulations may name up to 18 players but use five (5) rolling substitutes with unlimited inter-change with the approval of the Match Referee.
- 13.4. League One & League 2 Competitions may use five (5) rolling substitutes with unlimited inter-change with the approval of the Match Referee.
- 13.5. Masters Competitions may use seven (7) rolling substitutes with unlimited inter-change with the approval of the Match Referee.
- 13.6. Substitutes may warm-up during the game subject to the dimensions of the ground but may not use a ball. A goalkeeper is permitted to use a ball to warm-up. Substitutes when warming up may be accompanied by one official from the Technical Area.

## **14. EQUIPMENT**

### **Playing Strips**

- 14.1. Each Club shall register their Club and/or team colours in Comet.
- 14.2. Each Club shall wear its home strip in their home matches, and all other matches where there is no clash of colours with the Home Team. In the event of any match being played at a neutral match venue, the named Home Team will wear their home strip.
- 14.3. Where the strips of the two Clubs are alike or similar, the Away Team shall wear their alternate strip if the playing shirt does not contain any of the basic colours of the Home Team and is approved by the Match Official. Subject to Match Official approval, it may be necessary for Clubs to change any perceived clashing strip item(s).
- 14.4. If, in the opinion of the Match Official, a clash of colours will occur to the detriment of the match, the Match Official may direct either or both Clubs to change or vary their strip.
- 14.5. Where necessary to ensure a game is played, training bibs may be used to differentiate colours of the two competing teams.

### **Numbers**

- 14.6. For all Competitions covered by these Regulations; shirt numbering is mandatory. 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.

### **Match Balls**

- 14.7. The home team shall, at the commencement of play, be in possession of three (3), FIFA approved match-balls fit for play in the opinion of the referee.

## **15. REFEREES**

- 15.1. The Association shall make Match Official appointments for fixtures at their sole discretion. Only an Association appointed match official is authorised without consent or agreement of the teams to control the entire match fixture.
- 15.2. Each Association appointed Referee shall attend the ground at least 30 minutes before the scheduled kick-off time. And.
  - 15.2.1. Shall wait one half-hour (30 minutes) after the scheduled kick-off time, prior to abandoning the game for any reason, and.
  - 15.2.2. Shall advise (and receive approval from) the Competitions Manager by telephone prior to leaving the venue.
- 15.3. The Match Official's decision shall be final as to the condition of the ground for play.
- 15.4. The ASFA strongly recommends that clubs ensure that each team has an associated qualified Community Referee (CR) present at all fixtures.
- 15.5. If the ASFA has not appointed a referee to the fixture, then each team will be required to referee one half of the game each.
- 15.6. The away team will control the first half of the fixture and the home team the second half.
- 15.7. The Referee (Community or volunteer) controlling any part of the fixture has the same rights and obligations as an appointed official and should submit match reports for misconduct to the Association.

## **16. COMPETITION FORMAT.**

- 16.1. Matches in these Competitions shall be played for a duration of ninety minutes (90), comprised of two (2) equal periods. No extra time shall be played.
- 16.2. The Competition shall normally be played on a double-round robin basis, with each team facing all others once at home and once away. This shall apply to competitions with 10 or 8 teams. Competitions with 6 teams shall play a triple round-robin.
- 16.3. Three (3) points are awarded for a win, one (1) point for a draw, Nil (0) points for a loss.
- 16.4. No extra time shall be played during the Competition in the case of a drawn match between teams.
- 16.5. The results of Competition matches will be recorded in a competition table. The ranking of each Club shall be determined as follows:
  - 16.5.1. Greatest number of points obtained in all matches.
  - 16.5.2. Goal difference in the current Season.
  - 16.5.3. Greatest number of goals scored in all league matches.
- 16.6. In the case of a tie, the deciding factor for a completed season will be (in order):
  - 16.6.1. The goal difference from the match played between the tied teams.
  - 16.6.2. The team with the greater number of wins in the season.
  - 16.6.3. The Head-to-Head results from matches between the tied teams.

- 16.7. If for any reason the competition cannot be completed within the required time limit the Competitions Manager may close the Competition and declare the final placings at their sole discretion pursuant to the following factors:
- 16.7.1. If less than 50% matches played by any team in the league there are no league positions, and the league is void.
  - 16.7.2. If 50% or more matches played by all teams in the league, then the league positions are based on average points (average points is determined by total points divided by the number of games played).
  - 16.7.3. If teams are equal after average points, then positions are determined using the process as set out above.

## **17. PROMOTION AND RELEGATION**

- 17.1. The two highest-placed teams in every 10 team Competition and the highest placed team in every 8 or 6 team Senior Competition, at the completion of the season, will be promoted to the next highest-ranked Competition (if applicable), as determined by the ASFA, in the following season.
- 17.2. The two lowest-placed teams in every 10 team Competition and the lowest-placed team in every 8 or 6 team Competition, at the completion of the season, will be relegated to the next lower-ranked Competition (if applicable) in the following season as determined by the ASFA.

## **18. PLAYING OF FIXTURES**

- 18.1. Clubs must take all reasonable steps to arrive at a match on time.
- 18.2. Teams shall have a maximum of 11 players on the field at any time and a minimum of 7 players.
- 18.3. Any team having seven (7) or more players present 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 and the match result shall be recorded as a 3 – 0 default. The appropriate fine shall be applied for all defaults – see Fines Schedule.
- 18.4. If a team during any Competition match is reduced, for whatever reason, to less than seven (7) Players, the Referee shall abandon the relevant match, subject to the provisions of the IFAB Laws of the Game and will file a report to the Competitions Manager.

### **Postponed Matches**

- 18.5. In the event of a match being postponed due to any of the following the ASFA will reschedule the match to be played at the soonest possible time:
- 18.5.1. Aborted Travel arrangements,
  - 18.5.2. Adverse or unforeseen weather,
  - 18.5.3. Field of play conditions or,
  - 18.5.4. Any other reason preventing the commencement of the game.
- 18.6. 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 match is played, the Competitions Manager shall at their absolute discretion determine whether the result of the match shall be recorded as played, postponed, or abandoned.

- 18.7. 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 ASFA before the scheduled time of kick-off and will be accepted or rejected at the sole discretion of the Competitions Manager.
- 18.8. A request for postponement will only be considered if:
- 18.8.1. The team has been drawn to play in a New Zealand Football cup competition less than 72 hours before or after the fixture.
  - 18.8.2. 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 ASFA.
  - 18.8.3. Teams are permitted one request for postponement per season – postponements cannot be requested for knockout fixtures.
- 18.9. Requests for postponements must include a confirmed date for the rescheduling of the fixture which must be played no later than 14 days after the original date – if no date is included the request to postpone will be denied. The fixture shall be determined to have been a default by the team requesting the postponement. The appropriate fine will be applied for all defaults – see Fines Schedule.

### **Unforeseen Changes**

- 18.10. 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 ASFA and the Away Team as to the new match venue. The ASFA shall make the final decision, which will be binding on all parties.

### **Results**

- 18.11. Results for all matches shall be entered by the Home Club in COMET by 12 noon the day following the match and no later than 12 Noon Monday following a weekend fixture.

### **Defaults**

- 18.12. Any default will be recorded as a 3-0 win to the opposing team.
- 18.13. Notification of a team's default must be made in writing to the Competitions Manager by the Club secretary or other recognised Club official. The appropriate fine will be applied for all defaults – see Fines Schedule.
- 18.14. 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 sole discretion of the ASFA.
- 18.15. If both teams are deemed to have defaulted, the match may be cancelled or the match may be rescheduled at the sole discretion of the ASFA.
- 18.16. Any team who has advised a default to the ASFA & their opposition and there is a subsequent full postponement of competition/s actioned due to weather or other unforeseen events the default result will be rescinded.
- 18.17. Where a default has been advised and a partial postponement for the competition is advised the default result shall be retained.

## **Suspended or abandoned matches.**

- 18.18. In the event of adverse weather conditions occurring during a match, where in the view of the Referee endangers the Players or Officials, the 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.
- 18.19. 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.
- 18.20. 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.
- 18.21. Any match abandoned after kick-off, for any reason, shall be reported directly to the Association by the referee if present AND the Home Club. Upon review, the Association may decide that:
- 18.21.1. The score at the time of the abandonment will stand if at least 80% (70 minutes) of the match has elapsed, or:
  - 18.21.2. The match shall be awarded to one of the teams as a forfeit win with a recorded score line of 3-0, or
  - 18.21.3. The match shall be rescheduled by the ASFA, or
  - 18.21.4. The match will be cancelled and not replayed.
- 18.22. In all cases the discretion of the Competitions Manager shall apply.

## **19. TROPHIES**

- 19.1. Each winning league and knockout team will be presented with a trophy which will be supplied by the Association.
- 19.2. It is the responsibility of the Association to ensure that all trophies are engraved correctly. The cost of engraving shall be borne by the Association.
- 19.3. It is the responsibility of the trophy winner to ensure the trophy is kept in safe custody and is returned to the Association when requested, being no later than 30 July of each year. Failure to return the trophy shall result in the winner's Club being invoiced for the cost of replacing the lost trophy, including engraving.

## **20. FINANCIAL PROVISIONS**

- 20.1. The ASFA has no financial provisions for teams in these Competitions.
- 20.2. Any individual player that is not financial with the ASFA will not be eligible to play in the Competition.

## **21. NON-COMPLIANCE**

- 21.1. Unless otherwise specified, if a Club is in breach of this Regulation, the ASFA shall notify the Club in writing of the breach, and the Club will be given a reasonable period to rectify the breach. It is the Club's responsibility to undertake remedial action within the time limit set



and to keep the ASFA informed of progress, including any delays due to circumstances beyond its control.

## **22. INTELLECTUAL PROPERTY**

- 22.1. For the purposes of this clause, "Intellectual Property " shall mean the intellectual property of NZF or the ASFA including but not limited to all copyright, trademarks, design rights and all rights whether created before or after the date of this regulation and whether registered or unregistered, the name and logo of the ASFA, all broadcasting, media and production and reproduction rights of any games in the ASFA in any form whatsoever, all operational information including all promotional and advertising material in relation to the ASFA and all internet and website based information, including competitions.
- 22.2. A Club shall ensure that the ownership by NZF or the ASFA of the Intellectual Property is always protected and that any breach of it or unauthorised or unlicensed use of it is reported to NZF or the ASFA promptly.
- 22.3. Any unauthorised or unlicensed use of the Intellectual Property by a Club or any such unauthorised or unlicensed use permitted by a Club shall be deemed a breach of these Regulations and enforceable under the non-compliance provisions of these Regulations.

## **23. CODE OF CONDUCT**

- 23.1. No person is entitled to bring the NZF, the ASFA, the game, or any related issue into disrepute. 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 a fine at the sole discretion of NZF or the ASFA, as appropriate.

## **24. MISCELLANEOUS**

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

## **25. REFERENCES**

- 25.1. IFAB Laws of the Game
- 25.2. FIFA Disciplinary Code
- 25.3. NZF Regulations and Status and Transfer of Players
- 25.4. NZF Disciplinary Code
- 25.5. NZF Code of Conduct

## **SCHEDULE ONE - SCHEDULE OF FINES**

### **1. DEFAULTS**

- 1.1. Defaults advised prior to 12 noon on the Friday preceding the weekend fixture shall be fined \$100.00 (No GST).
- 1.2. Defaults advised after 12 noon on the Friday preceding the weekend fixture shall be fined \$200.00 (No GST).
- 1.3. Defaults not advised or advised on the scheduled day of the fixture shall be fined \$500.00 (No GST).
- 1.4. Defaults at any stage in a knockout fixture shall be fined \$500.00 (No GST).

### **2. ABANDONED MATCH**

- 2.1. Where a team has been found by the ASFA to refuse to continue with a match for reasons outside of those outlined in 19.14 through 19.17 the team shall be fined a minimum of \$750 (No GST), and the match shall be awarded by forfeit to the opposing team with a further deduction of 3 points registered against the offending team. The fine may be increased at the discretion of the disciplinary group.
- 2.2. Teams Guilty of causing games to be abandoned due to a mass confrontation may be subject to the following penalties:
  - 2.2.1. A loss of up to 10 points, as determined by the ASFA Executive Committee. If this penalty falls within the last 3 regulation league games of the season, the penalty will be carried over to the following season whereas the team will start the following season on the points deduction imposed by the ASFA Executive Committee.
  - 2.2.2. A loss of division position for the following season of up to 3 divisions, as determined by the ASFA Executive Committee.
  - 2.2.3. Immediate suspension from all ASFA sanctioned competitions for a period determined by the ASFA Executive Committee.
  - 2.2.4. All penalties may carry a fine enforced by the ASFA Executive Committee.

### **3. PLAYING INELIGIBLE PLAYERS**

- 3.1. If a person takes part in an Official Match despite being ineligible, their team will be sanctioned by forfeiting the Match.
- 3.2. The team found in breach will be fined \$100 (No GST) for each breach. The same fine will apply to all ineligible players.
- 3.3. Where a Club repeatedly infringes this Regulation, the ASFA may increase the sanction to be pronounced as deemed appropriate for the infringement, which may also include loss of Competition points and/or expulsion from the Competition.

### **4. UNAUTHORISED PLAYING STRIP**

- 4.1. Failure to provide an alternative strip \$100 each time (No GST).

### **5. MISCONDUCT**

- 5.1. Caution (Yellow Card) - Where a Player is cautioned (yellow card) the Player or the Player's Club shall be liable to a fine of \$25 in respect of each single caution received.
- 5.2. Dismissal (Red Card) - Where a Player has been dismissed or has received a second caution the Player or the Player's Club shall be fined \$75.

- 5.3. A discretionary fine may be imposed of \$250 where the referee sanctions at least five members of the same team during a match (caution or expulsion).
- 5.4. Any additional misconduct may be fined at a discretionary rate imposed by the Judicial Committee (ASFA) or the Regional Disciplinary Committee (NRF).
- 5.5. All fines shall be invoiced to the Club by the ASFA monthly.

## **6. APPEALS**

### **Appeal Fees**

- 6.1. For Appeals to the Association Competitions Manager \$75 plus GST
- 6.2. For Appeals to the Regional Association Disciplinary Committee \$125.00 plus GST
- 6.3. For Appeals to the Disciplinary Committee (NZF fee) \$250.00 plus GST
- 6.4. For Appeals to the Appeals Committee (NZF fee) \$500.00 plus GST
- 6.5. Any successful appeal may be entitled to either a full or partial refund of the fee paid at the sole discretion of the Association.

## **APPENDIX ONE - KNOCKOUT COMPETITIONS**

Current Playing Regulations apply to all Knockout Competitions with the following specific additions:

### **1. TEAM ENTRY**

- 1.1. All teams shall be entered into the relevant knockout Competition – no additional entry fee will be payable.

### **2. KNOCKOUT PHASES**

- 2.1. All teams shall play a minimum of two (2) knockout matches in the following format.
  - 2.1.1. Each round of the competitions shall be an open draw.
  - 2.1.2. Fixtures for each phase of the knockout competitions shall be advised via email and published to the website and Facebook.
  - 2.1.3. First round losers of the cup competitions shall move to their relevant plate competition.
  - 2.1.4. Second round losers of the cup competition and first round losers of the plate competition shall be eliminated and will play no further part in the competition.

### **3. MATCH DAY LINE UPS**

- 3.1. All teams are required to enter a match day line up for Knockout Cup / Plate matches in the National Registration System (COMET).
- 3.2. The match day line up must be entered prior to the scheduled kick off time.
- 3.3. Any team not entering a match day line-up, will be considered to have fielded ineligible players, and therefore forfeiting the match with a 3-0 scoreline and incurring the resultant fine for a default as detailed in Schedule One and will be excluded from the next phase of the competition if applicable.
- 3.4. If both teams fail to enter a match day line-up, both teams will be excluded from the next round/phase of the knockout competition.
- 3.5. All teams are advised to have a physical copy of their match day line-up in the unlikely event that the online version becomes unavailable. Physical copies may be downloaded within COMET using the Manual Team sheet or Start List options.
- 3.6. Teams may enter up to eighteen (18) players in their match day line-up for all knockout competitions. Substitutions shall apply as detailed under the league competition rules.
- 3.7. If a player has not been listed in the match day line up for these competitions in COMET, they are deemed ineligible.

### **4. DURATION OF MATCHES**

- 4.1. All matches in Knockout Competitions will be 2 x 45-minute halves plus halftime of a maximum of 15 minutes.
- 4.2. Extra time of 15 minutes each way will be played (if required) in all Knockout Matches, followed by kicks from the penalty mark to find a winner (according to the LOTG).

### **5. DEFAULTS**

- 5.1. Any team which defaults a knockout fixture will be subject to a fine of \$500.00 (No GST).
- 5.2. Any team defaulted by the ASFA from a knockout fixture for a breach of regulations shall NOT be fined.