

THE AUTHOR OF THIS DOCUMENT BELIEVES THAT THE INFORMATION CONTAINED WITHIN IT REFLECTS THE TRUE POSITION OF FOOTBALL CANTERBURY'S RULES.

HOWEVER, THE ULTIMATE AUTHORITY FOR THE IMPLEMENTATION AND INTERPRETATION OF THE RULES ARE THE "**RULES OF THE ASSOCIATION**" AND THE "**CONSTITUTION**" OF THE ASSOCIATION.

IF IN DOUBT THE **RULES OF THE ASSOCIATION** AND THE **CONSTITUTION** OF THE ASSOCIATION SHOULD BE CONSULTED.

**THIS DOCUMENT IS MEANT ONLY AS A SIMPLIFICATION OF THE RULES**

## FREQUENTLY ASKED QUESTIONS

### 1. On what day of the week does my age division play and on what field size?

Rule 1. 1.2

Age Division	Time	Field Size
<b>Males/Mixed</b>		
All Age men (including Over 35's, 45s & 50's)	Friday night/Saturday	Full
All Age men Sunday competition	Sunday	Full
Under 8s and Under 9s boys/mixed	Saturday	Mini 40x30m
Under 10s and Under 11s boys/mixed	Saturday	Half
Under 12s boys/mixed	Sunday	Half
Under 13s boys/mixed	Sunday	Full
Under 13s to 21s boys	Sunday	Full
Under 6s and Under 7s boys/mixed	Saturday or Sunday	Small 30x20m
<b>Females</b>		
All Age Women (including Over 35's)	Sunday	Full
Under 10s, Under 11s and Under 12 girls	Sunday	Half
Under 13s to 21s girls/women including WIL	Sunday	Full

#### Notes

- Girls can play in mixed teams up to and including under 13s.
- Catch up games may be played on any Saturday or Sunday or during the week

### 2. How long does my game go for and what size ball should I use?

Rule 1.10

Age Groups	Duration	Ball Size
All Age (incl. O35, O45 & O50) men and women	45 minutes each half	5
MIL and WIL	45 minutes each half	5
Under 15 and Under 16	35 minutes each half	5

Under 14	30 minutes each half	5
Under 13	30 minute each half	4
Under 10, Under 11 and Under 12	25 minutes each half	4
Under 8 and 9	20 minutes each half	3
Under 6 and 7	15 minutes each half	3

**Note** – No stoppage time is played except in finals series for competitive age groups ages 13 and over

### 3. Where should corner kicks be taken?

Rule 8.6

- For the following age groups corner kicks are taken 7 metres from the edge of the penalty area: Under 13 girls , Under 14 girls
- All other age groups take a corner kick from inside the ‘full field’ corner area.

### 4. How is my team graded?

Rule 4.1, 4.2

- Clubs submit a grading sheet for each team to the Association by the first Sunday in March. This grading sheet must contain the appropriate number of names for that age group, and history for at least the last two years of each player listed, so as a proper grading may be done (See Rule 4.1.4)
- The following Tuesday each Grading Committee (there is a separate one for Juniors, Youth, Seniors and Women). Each Committee consists of members who are nominated by the clubs.
- The Grading Committees send to the clubs provisional grading sheets once the grading is done on the Tuesday evening.
- Clubs may be able to appeal against this original grading by using the appropriate form. The Grading Committees will meet to hear any appeal and make a final decision
- The Grading Committees determine the number of teams in each age/division.

### 5. How many games will I play during the season?

Rule 1.4.1

The number of games played during the season depends on how many teams are in your age division.

Teams in Division	Number of games
6 teams	15 games (3 cycles)
8 teams	14 games (2 cycles)
10 teams	18 games (2 cycles)
12 teams	16 games (1 cycle then split into 2 groups of 6)

NOTE: Depending on the weather all games may not be played. Most games affected by weather, outside competitions etc will be rescheduled.

## **6. Are there special rules for Small Sided Games (Under 6's to Under 12's)**

Rule 1.5

Yes.

- No points are recorded.
- Play need not be stopped to swap players. This can be done at any time.
- Only the registered coach can coach from the sideline.
- Players must not be placed deliberately off side.
- Coaches are not allowed on the field.
- All free kicks are indirect except for deliberate fouls in the penalty area.

## **7. How can I lodge a protest regarding my match?**

Rule 1.15

- A protest regarding a match played must come via a club committee member.
- Such protest must be lodged by 5:00 pm on the Monday following the match and accompanied by the fee set annually by the Board of Directors.
- The Association will send to all clubs involved in the protest the relevant details at least 72 hours prior to the protest being heard.
- No protest can be lodged in relation to Rules of the Game or on the interpretation of the Rules by a match official.

## **8. What do I do with my match sheets?**

Rule 2.1, 2.2

- Match details and results are to be recorded on the electronic match sheets provided by the Association, via the Dribl app.
- It is the responsibility of the Coach, Team Manager, Team Reporter and /or Team Recorder to...
  1. Submit the team members participating in the game, on the electronic match sheet.
  2. Confirm the Opposition's team members participating the game.
  3. Enter the final score at the conclusion of the game.
- If a player on the match sheet does not take part in the game their name should be should not be included on the list. If not they are taken to have played in that game.
- Any injury should be noted on the sheet.
- A manager can request any reasonable matter regarding the game to be entered on the match sheet.
- Both Team Managers or Team Recorders must enter the score and the conclusion of each game.
- If a match sheet is not completed correctly there is a fine.

## 9. How many players can I register and how many can be put on the match sheet?

Rule 5.1, Rule 3.1

Age Group	Max. Match Sheet	Max. Registered Players
Under 6 to 7	See note	Not applicable
Under 8 and 9	11 players	11
Under 10, 11 and 12	13 players	15
Under 13s to All Age	16 players	20
Over 35, 45 and 50	16 players	22
BBC	16 players	22

Note – Match sheets are not required for under 6/7s but a maximum of 7 players (4 plus 3 substitutes) is recommended.

## 10. How are games decided in the Final Series?

Rule 1.7

- If a final match is a draw at the end of normal playing time 5 minutes each way of extra time is played (for Under 13 and Under 14) and 10 minutes each way for older age groups.
- If games are still a draw after extra time a penalty shootout is done, based on FIFA rules
- Stoppage time is played in final series games
- There is “Golden Goal” The first team to score in extra time is the winner of the game
- There are no replays in final series games unless the match is abandoned due to external factors. In this case the game is replayed in full and any send offs or yellow cards earned will stand in the replay.
- If a final series game is washed out and cannot be rescheduled, the highest ranked team entering the final series game after the normal rounds of games, entering the game shall be the winner(except for BBC and GMT)

## 11. How are places determined for the semi-finals?

Rule 1.8

Where teams finish the regular season on equal points the places on the competition table are determined by:

In matches between the tied teams only...

1. Competition points (i.e. how the teams fared against each other, excluding other teams), then if still equal
2. Goal difference

If still equal then teams are compared against all results in the year for that division:

1. Goal difference then,

2. Goals “for” then,
3. Number of matches won, then
4. Least number of red cards, then
5. Least number of yellow cards.

If all the above criteria are equal, a playoff game will be held during the week to determine who goes into the semi-finals.

## **12. What if I don’t play all my games during the season, how are places determined for the semi-finals?**

Rule 1.8

If not all games are played during the season, then the rankings of the teams are determined by dividing the number of points won by the number of games played (eg 36 points and 16 games played gives  $36/16 = 2.25$ ). If still equal, the criteria for determining semi-finalists will then be used

## **13. When does the season start and end?**

Rule 1.9, 1.6

- The competition commences on the first weekend in April and concludes on the last weekend in August
- Semi-finals commence immediately after the normal league rounds are completed.
- Players should be prepared to play until the last weekend in August.

## **14. When are matches rescheduled?**

Rule 1.9

- Washed out matches, games deferred because of external games etc will initially be rescheduled for the catch up weekends set aside on the June long weekend and the July school holidays.
- If additional games need to be rescheduled, these will be rescheduled for the alternate day that that age division plays on eg. if a team normally plays on a Saturday, the rescheduled game will be put on a Sunday.
- Games may be rescheduled of an evening if grounds are available.
- If a field is washed out games may be rescheduled to another field on the same day.

## 15. Can I appeal against a rescheduled match?

Rule 1.9.4

- Clubs have 48 hours to appeal against a rescheduled match. The appeal must state the grounds of appeal and arrive at the Association office within 48 hours of the club being notified of the reschedule.
- Teams who have entered into an external competition (eg State Cup) have no right of appeal regarding a rescheduled match.

## 16. Can I change the time/date of a match between my team and another team?

Rule 1.9.3.6

Yes.

- Written notification, on the approved Association form, completely filled and signed by both parties must be received in the Association office at least 10 days prior to the date the match was originally scheduled for.
- Such matches as described above will incur a fee, have conditions in case the rescheduled game doesn't go ahead and must be played by June 30.

## 17. What happens if I do not have enough players to start a game at the scheduled time but I know other players will turn up?

Rule 1.11

- A maximum period of 10 minutes grace is allowed for a team to delay the start of a game so more players can turn up.
- Once the minimum number of players needed to start the game arrive as set out in Rule 5.1, the referee must start the game.
- If the game starts late the referee must reduce the time played in that game.
- With reduced time, the match time of each half must be equal.
- If not enough players (under Rule 5.1) needed to start the game after the 10 minute grace period the team not having enough players shall forfeit the game.

Rule 5.1....number of players needed to start game

Age Group	Minimum Players
Under 6 and 7	Not applicable
Under 8 and 9	5
Under 10 ,11 and 12	6
Under 13s and above	7

Note – If during the game for Under 13s and above the number of players reduce below the minimum, the game will be deemed to be forfeited.

## **18. If my match is abandoned what happens?**

Rule 10.2, 2.3

- If a match is abandoned, both clubs must submit within 48 hours to the Association a report stating the circumstances of the abandonment,
- If the match is abandoned because of violence, the referee must keep the ID cards of the Team Officials and forward them to the Association
- The appropriate body (e.g. Fixtures Committee, Board) shall determine the outcome of the game e.g. replay, replay part of game, determine winner and award points, etc)
- If a game is abandoned for any reason except for violence, only that part of the game not played at the time of abandonment shall be replayed (i.e. if a game is abandoned in the 50 minute of a senior game, only 40 minutes will be played).

## **19. How can I forfeit a match?**

Rule 1.16

- Forfeits must be notified by a Club Committee member to the Association at least ...
  1. Saturday fixtures: 6pm on the Thursday prior
  2. Sunday fixtures: 6pm the Friday prior
  3. Midweek (Mon-Fri) fixtures: 12pm on the day prior
- If less than the above listed notice is given, the club is fined and the forfeiting club will be charged the total the referee's fees.

## **20. What happens to a player if he is sent off?**

Rule 2.3, 6.2, 6.3

- The player is automatically suspended for one match and fined.
- The Judiciary Committee will hear the players send-off report the following Tuesday and determine a sentence. The player has no need to face the Judiciary at this time unless so requested by the Chairman of the JC
- The player may appeal the decision of the JC and appear the following Tuesday subject to paying a fee determined each year by the Association.

## **21. What about yellow cards?**

Rule 6.1

- If a player accrues 5 yellow cards during the season he is suspended for one match.
- The player's club shall be notified of such suspension by Thursday prior to the match in which he is suspended.

- This includes finals series games.

## **22. What proof is needed by the club to prove a player's identity and age for registration?**

### **Rule 3.4**

One of the following...

- Certified copy of birth certificate
- Certified copy of baptism certificate
- Certified copy of current valid passport
- Certified copy of current driver's licence (over 18)
- Proof of identity card from RTA (over 18)

## **23. How do I register a player/official?**

### **Rule 3.1**

- Before a player/official can participate in the Football Canterbury competition they must be registered and activated in the Competition Management system.
- Players/Officials can register via Dribl ([registration.dribl.com](http://registration.dribl.com))
- To be eligible to compete in the first round registration data must be entered no later than 5:00pm on the Sunday prior to the first round of competition.
- Following the first round of competition, data must be entered no later than 7:00pm Wednesday so as the player is eligible to play the following weekend
- May 31<sup>st</sup> at 7:00pm is the closing date for registrations, except for non-competitive grades
- A player cannot register with two clubs of two football Associations/organisations at the same time.

## **24. Can a team be regraded during the season?**

### **Rule 4.2**

- Under 8's to Under 12's are automatically reviewed on the weekend prior to the June long weekend.
- Competitive Teams in a 12 team league will be split into two groups of six after the completion of Round 11 (ie played each other once).
- 6, 8 and 12 team division teams in Under 13 to Under 17, may be regraded if the team is clearly uncompetitive in that division.
- Teams in senior age groups may be placed in a higher division if requested by that team. All re-gradings are at the sole discretion of the Grading Committee



## **25. How are ID cards used?**

### **Rule 5.1**

- Only Team Officials (Coaches and Managers) have physical ID Cards which must worn and visible during the course of every game
- All Player cards are digital and can accessed by Team Officials and Referees via the Dribl app.
- Then referee and/or Team Manager shall check the ID's

## **26. What happens if I have lost my ID card?**

### **Rule 5.1**

- New Team Official cards may be printed by the Association. There is a fee attached to this service
- Where a Team Official may have mislaid an ID card a request may be made to the Association to give written permission to play for a particular game.
- Such written permission shall be presented to the referee before the match.

## **27. What are the rules if I am registered in one age group and want to play in a different age group?**

### **Rule 5.2**

- Junior players can play in their own age group and also a maximum of 2 years above.
- If playing in a higher age group one year above (eg under 11 playing in under 12) then that player can only play in the equivalent age division or above (eg a 12/2 player can play in 13/2 or 13/1, but not in 13/3).
- If playing in a higher age group 2 years above (eg under 14 playing in under 16), the player can play in any age division that is not more than three divisions lower (eg an Under 14/3 can play in under 16/1, 16/2, 16/3, 16/4, 16/5, 16/6 but not 16/7)
- A junior player cannot play in an age higher than two years above the age group they are registered in.
- A player cannot play in a lower age group from which he is registered.
- A player cannot play for a team in the same division (eg an under 15/1B cannot play in Under 15/1A or vice versa)
- A female player may play in the next youngest age group in any division higher than two divisions below the players registered division (eg an Over 35/1 woman may play in AA Women Div 3 or higher)

## 28. How old do I have to be to play in senior age groups?

### Rule 5.2

Age Group	Condition
Over 35	attained the age of 35 by January 1 <sup>st</sup> of the relevant season
Over 45	attained the age of 45 by January 1 <sup>st</sup> of the relevant season
Over 50	attained the age of 50 by January 1 <sup>st</sup> of the relevant season
Women Over 35	attained the age of 35 by January 1 <sup>st</sup> of the relevant season
BBC	attain the age of 18 in the current year
Under 21	attain his 18 <sup>th</sup> , 19 <sup>th</sup> , 20 <sup>th</sup> or 21 <sup>st</sup> birthday in the current year
WIL	attain her 15 <sup>th</sup> , 16 <sup>th</sup> , 17 <sup>th</sup> , 18 <sup>th</sup> or 19 <sup>th</sup> birthday in the relevant year
MIL	attain his 15 <sup>th</sup> , 16 <sup>th</sup> , 17 <sup>th</sup> , or 18 <sup>th</sup> birthday in the relevant year

### Notes:

- A male player who would turn 17 years of age in the relevant year may be eligible to play in the under 21 age group subject to parental application to the Board.

## 29. I play in the AA, Over 35, Over 45, or Over 50 where else can I play?

### Rule 5.2

- Players registered in AA, Over 35 or Over 45 can only play in the age division in which he is registered (eg an AA player cannot play in Over 35 or over 45), except if his team has been nominated from which to draw players for the BBC.
- No player can play for a team in a lower division from which he is registered (ie an over 35/2 cannot play in Over 35/3, Over 35/4 etc) but can play in higher age division (eg over 45/3 can play in 45/2 and 45/1)
- Players registered in AA, over 35 or Over 45 cannot play in the AA Sunday competition and vice versa.
- Where a club has two or more teams in the same age division then players cannot play for a team in the same age division (eg a player registered in the AA3B cannot play in the AA3A and vice versa).

### **30. How many games can I play in a higher division?**

#### **Rule 5.2.9**

- Once a player has played five (5) games in a higher division he/she must stay in that higher division
- The player must be moved permanently in the Competition Management system.
- If a player has played in a number of different higher age/divisions he/she must stay in the age/division in which they played his fifth match.
- State Cup and similar competition matches count as part of the five matches.

### **31. Who can I play for in the final series?**

#### **Rule 5.2.10**

- To play in a final series, a player must have played a minimum of 3 games for that particular team.
- A player can only play for one team in the final series.
- If a player is eligible to play in a higher age/division team in the finals it must be reflected as such in the Competition Management system.

### **32. How many replacements can I make during a match?**

#### **Rule 5.3**

- Football Canterbury has unlimited interchange for all Age Groups (ie players may be change as often as desired).
- Interchange must only be in stoppages of play and when allowed by the referee and from within one metre of the half way line for competitive teams.

### **33. What happens if a referee does not turn up to referee my match?**

#### **Rule 7.2**

- If an official referee does not arrive to referee your match, both parties must agree on a person to referee the match.
- If both teams cannot agree on a suitable person to referee the match, then
  1. The game shall not proceed
  2. The match sheet will **NOT** be filled in.
  3. Both teams shall forward to the Association, via their Club, within 48 hours a report indicating why the match was not played.
- The Fixture Committee shall decide the outcome of the match.
- Where a person has been decided upon and is appointed to referee the match, that person shall have all the powers of an official referee and must referee the match in it's entirety.

### **34. Who provides Ground Officials?**

#### Rule 7.4

- For each field used by a club, that home club must provide at least one ground official.
- If a game is played on a neutral ground each team is required to provide a ground official.
- The ground official must be clearly visible and be identified as the official.

### **35. Do I have to rope off our fields?**

#### Rule 8.2

- Mini fields do not need to be roped off.
- All other grounds must be roped off to a minimum of two metres to the extremities of the Penalty areas and at least metre high.
- There is a fine if a ground is not roped adequately.

### **36. Who is allowed inside the ropes/technical area?**

#### Rule 8.3

- Only participating coaches/manager/players in playing strip are permitted inside the ropes/technical area.
- A maximum of 2 officials (managers/coaches) are permitted within the ropes/technical area.
- No person can stand behind the goal or within 15 metres of either end of the penalty area.
- The referee may stop the match and remove any person to behind the ropes if he decides that it is necessary for the efficient management of the game.

### **37. If the colour of shirts clash who has to change?**

#### Rule 8.8

- The home team (first team mentioned on the draw) must change their shirts, unless special conditions have been passed by the board

### **38. Can my Club host a Gala Day?**

- Yes - but notification to run a gala day must notify the Competition Secretary of age group, date and venue of the gala day(s) prior to round 1 of the competition starting.

- Gala Days cannot be arranged on the same day where Football Canterbury has that age group playing.

### **39. What if my team is playing at a Neutral Ground?**

A neutral ground is a field that is not part of either club participating in the game.

Teams playing at a neutral field must...

- Follow any reasonable instruction given by the host club officials.
- Are responsible for setting up and/or packing their field (ie: nets, flags, ropes, etc.)
- Are to make sure all equipment is packed away in accordance with instructions from the host Club.
- Are to clean up their rubbish by placing it in the bins.