



WaiBOP
Football

Waikato Bay of Plenty Football, Regulations 2023

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2023 Senior Playing Regulations

Please read the Senior Playing Regulations in conjunction with the appropriate Appendix.

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 **Competition:** Any competition, tournament or league administered by the Federation including pre-season, season proper, finals series and any post season tournament or knockout cup competition.
- 1..3 **Federation:** Waikato Bay of Plenty Football.
- 1..4 **Health and Safety Regulations:** The Health and Safety Act 2015 and all other relevant regulations.
- 1..5 **Home Match:** A match played at a Club's nominated match venue.
- 1..6 **Home Team:** The Club playing a match at their nominated match venue.
- 1..7 **Host Club:** The Club responsible for the organisation and management of matches played at their nominated match venue.
- 1..8 **Season:** the period of time starting with the first official match of the Competition and ending with the last official match of the Competition.
- 1..9 **Named Squad:** list of players submitted to the Federation using the official list of players form as provided by the Federation, from time to time.
- 1..10 **NZF:** New Zealand Football Incorporated.
- 1..11 **NZFAPA:** New Zealand Football Amateur Player Agreement.
- 1..12 **NZP:** New Zealand Player, being a player who holds New Zealand citizenship.
- 1..13 **Player:** any football player registered as such with a Club, and **Players** shall be construed accordingly.
- 1..14 **Player Agreement:** NZFAPA, as stipulated in clause 1.11
- 1..15 **Regulations:** Refers to these Competition regulations.
- 1..16 **Playing:** taking the field of play including as a substitute. Being named on the team card but not having taken the field does not constitute as playing.
- 1..17 **National Registration System:** The National Registration System that NZF and the Federation uses from time to time, which at the date of these regulations is COMET.
- 1..18 **Competition Manager:** the official appointed from time to time to administer the Competition.

- 1..19 **Club:** An affiliated member Club of NZF or of the Federation that enters at least one team in a Competition.
- 1..20 **IFAB:** International Football Association
- 1..21 **LOTG:** International Football Association Board Laws of the Game.
- 1..22 **Match Day Line-up:** The official match record (Comet Match Report) within the National Registration System.
- 1..23 **Match Information Sheet:** The Match Day Lime-up/Match Report/Team List/Team Card or any other means of recording Player participation in a Competition Match.
- 1..24 **Match Official:** the appointed referee, assistant referees, fourth official or match assessor to a fixture.
- 1..25 **Team Official:** any member of a participant club who operates a non-playing capacity role.

2 COMPETITION

- 2.1 The Federation administers various competitions each Season (each referred to as the Competition).
- 2.2 The Federation shall have the right to add to or change the Competition name to reflect the name of a sponsor if it so desires.
- 2.3 The Federation shall have full commercial rights to all competitions and Leagues. This means the Federation is entitled to engage, promote, or activate any sponsorship initiatives. Clubs and Teams must not conflict with any commercial rights. The Federation has the right to seek removal/coverage of any conflicting sponsors at its sole discretion whether uniforms, signage or team names.
- 2.4 Participation in the Competition is available to Clubs and any other entity that is approved from time to time by the Federation according to the Regulations.
- 2.5 These Regulations regulate the rights, duties and responsibilities of all Clubs in the Competition. These Regulations are binding for all parties participating and involved in the preparation, organisation and hosting of the Competition.
- 2.6 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.

3 ORGANISATION OF THE COMPETITION

- 3.1 Unless otherwise determined by these Regulations, the entire control and management of the Competition shall be vested in the Federation. The Federation shall have the power to do all other things necessary to ensure the progress of the Competition through all its stages and

may take appropriate action to bring about such results. All or any of the powers vested in the Federation may be delegated to a nominee.

- 3.2 The Federation may appoint a Competition Manager or similar who shall be responsible for administration of the Competition. All references to the exercise of a power or discretion by the Federation in these Regulations shall include reference to the exercise of a power or discretion by the Competition Manager. The Competition Manager is authorised to determine the imposition and duration of the suspensions and fines pursuant to these Regulations and the NZF Disciplinary Code. The Competition Manager shall also retain the discretion to refer any disciplinary matters to the Federation Disciplinary Committee.
- 3.3 Each Club competing in the Competition shall be primarily responsible for the organisation and control of each of their own Home Matches in a manner consistent with the objectives of the Competition in accordance with the Regulations, and in accordance with any instructions as may from time to time be issued by the Federations.

4 ENTRIES FOR THE COMPETITION

- 4.1 The Federation shall determine the number of teams that may compete in the Competition. The decision of the Federation as to the composition of the Competition shall be final and binding. The Federation retains the ability to increase or decrease the number of teams at its sole discretion.
- 4.2 Entry to, and continued participation in, the Competition shall be determined by the Federation having regard to:
- The Clubs satisfying criteria established from time to time by the Federation on a continuing basis.
 - The criteria established by the Federation shall include, but not be limited to stadium facilities, match day protocols and financial performance and shall otherwise be at the sole discretion of the Federation.
- 4.3 In the event of any Club not continuing in the Competition for whatever reason, including, failing to meet the aforementioned criteria, resulting in their removal from the Competition, then the filling of the consequential vacancy shall be determined by the Federation, which may at its sole discretion choose not to fill the vacancy.
- 4.4 In the event of any Club not paying the entrance/participation fee in the amount, manner and/or timeframe (time being of the essence) as directed by the Federation, then, without prejudice to any other remedies available to the Federation, and at the sole discretion of the Federation, the Club may be subject to:
- A fine of \$500 and a loss of two (2) competition points for each breach, and no ability to earn points in the league from wins or draws whilst the Club is in breach of payment terms.
 - A suspension from participation in the Competition or any further iteration of the Competition.

5 DISCIPLINARY MATTERS

- 5.1 Disciplinary incidents will be dealt with in accordance with the NZF Disciplinary Code and the FIFA Disciplinary Code. To the extent that there is any conflict between the NZF Disciplinary Code and these Regulations, then these Regulations shall apply.
- 5.2 The Clubs, their Players and Officials, agree to comply with the 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.
- 5.3 In addition, the Players agree to:
- Respect the spirit of fair play and non-violence;
 - Behave accordingly;
 - Refrain from doping as defined in the FIFA Anti-Doping Regulations.

6 REFEREES REPORTS

- 6.1 Reference to Referee's Report for the purposes of the NZF Disciplinary Code and these Regulations shall include reference to the Match Information Sheet, team card or Match Day line up in the National Registration System as per the appropriate competition schedule.

7 OFFENCE CODES

- 7.1 Citation by the Referee of the relevant offence code shall be deemed to also be citation of the nature of the offence and the Laws of the Game for the purposes of the NZF Disciplinary Code and these Regulations.

8 DRUG TESTING

- 8.1 The Competition shall be subject to drug testing by Drug Free Sport NZ. For the sake of clarity, this shall comprise in-competition and out of competition testing for all Players.
- 8.2 Drug Testing is specifically covered by the NZF Anti-Doping Regulations. It is the responsibility of each Club and Player to ensure they are conversant with the appropriate regulations.
- 8.3 Any Club breaching this regulation shall be liable for a fine of up to \$500 and, at its own costs, an education seminar arranged within agreed timeframes between the Club and NZF.

9 DISPUTES AND PROTESTS

9.1 Any Club in the Competition may bring a dispute or protest to the Federation who shall make a decision or refer to the appropriate Judicial Body according to NZF Statutes, and advise the party or parties concerned in accordance with the relevant regulations.

9.1.1 The protest must be in writing to the Competition Manager, setting out the full details of the incident or protest.

9.1.2 A protest shall be made by the Club Secretary or other recognised club official, by the Wednesday following the match or within three working days if a mid-week fixture of the alleged breach.

9.1.3 Clubs or Players may appeal a decision through the process set out in the NZF Disciplinary Code.

10 EQUIPMENT

Playing Strips

10.1 Each Club shall inform the Federation of playing strips with two different and contrasting colours (one predominantly dark and one predominantly light) for its First Choice and Alternate strips (shirt, shorts, socks). In addition, each Club shall select two contrasting colours for goalkeepers. These goalkeeper strips must be distinctly different and contrasting from each other as well as different and contrasting from the First Choice and Alternate strips. A goalkeeper may, at the discretion of the referee, wear tracksuit trousers provided the colour of such tracksuit does not conflict with the provisions of this article. Only these colours may be worn during matches.

10.2 Each Club shall wear its First-Choice 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, it will be the responsibility of the Federation to ensure that there will be no clash of colours and to determine which Club is to change, if necessary. Where possible, the team listed first will be given priority to wear their First Choice Strip.

10.3 Where the strips of the two Clubs are alike or similar, the Away Team shall wear their Alternate strip if that does not contain any of the basic colours of the Home Team and is approved by the Referee. On most occasions it may only be necessary for Clubs to change their shirts. However, on others they may also be required to change shorts and/or socks.

10.4 It is the responsibility of the Home Team to notify the Federation and the Away Team of any changes to their playing strip no later than 48 hours prior to the day of the match.

10.5 It will be the responsibility of the Away Team to carry their Alternate strip with them at all times to ensure that on match day the Away Team has sufficient flexibility to change its strip as necessary to avoid any clash of colours with the Home Team.

10.6 If, in the opinion of the Federation, a clash of colours will occur to the detriment of the match, the Federation may direct either or both Clubs to change or vary their strip.

10.7 A Club breaching this regulation shall be liable for a fine of up to **\$100.00** for each breach.

Numbers

- 10.8 Where required in the competition, and detailed in the attached appendix for the competition, each Player shall wear the number assigned to them in the Competition Named Squad submitted to the Federation. There shall be no duplication of numbers within a team. The number must be displayed on the back of their playing shirt and on the front of the shorts. The same number may, at the Clubs discretion, be displayed on the front of the shirt. The number must be clearly legible and distinguishable from a distance for all Players, Match Officials, spectators, and media from the colours used for the respective playing equipment item. This distinction may be achieved by displaying the numbers on a single-coloured patch. The number may be surrounded by a border or shadow outline.

Sponsorship

- 10.9 Clubs must not enter into an agreement with a company that is part of the cigarette or tobacco industry, nor anything connected to those two industries, nor anything which may be regarded as distasteful or ethically or morally undesirable, including but not limited to Alcohol brands, companies or symbols.
- 10.10 Players (including Goalkeepers) shirts may carry the same advertising subject to the following;
- 10.10.1 There is no conflict of the sponsors of the competition.
- 10.10.2 The sponsorship does not conflict with aims and objectives and the interests of NZF and Federations. (Where necessary the Federation will consult with NZF and other federations).
- 10.11 The dimensions of the advertising do not exceed those outlined below. Area shall be calculated measuring around the outline of the advertising including spaces between words and between elements of the logo and wording.
- A One competition logo if such is designed and in use, not exceeding 100 sq. cms.
 - B One logo of the competition sponsor, not exceeding 100 sq. cms.
 - C One club badge or emblem, not exceeding 100 sq. cms.
 - D One example of the manufacturers trademark or name, not exceeding 20 sq. cms.
- 10.12 The name or logo of the club sponsor or sponsors, which must be on the front and / or back of the shirt.
- A Front – Not more than 450 sq. cms in area, and max width 30 cm x height 15cm.
 - B Back – Not more than 300 sq. cms in area, and max width 30 cm x height 10 cm.
- 10.13 One sponsor may appear on the front and back, or two different sponsors, one in each place.
- 10.14 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.

Official Match Balls

- 10.15 Certain competitions may have official match balls assigned to them, where the Federation provides official match balls. It is each Club's responsibility to ensure such balls are presented in good, clean condition. See Appendix One and Two.
- 10.16 Clubs should ensure that only the footballs referred to as official match balls are used in all promotional, news or team photographs, and television interviews.

11 BALL PERSONS

- 11.1 Where required in the competition and detailed in the attached appendix for the competition.
- There shall be a minimum of four (4) ball persons on duty for each match.
 - Ball persons shall be not less than ten (10) years of age.
 - Ball persons shall be suitably attired in a clearly identifiable uniform that does not clash with the colours worn by either of the Participating Teams or the Officials. T-shirts, bibs, tracksuits, wet weather jackets, etc. are permitted.
 - Balls shall be placed on the ground next to the ball person or held still in their hands. Ball persons are not permitted to play with the balls with their hands or feet.

12 MATCH VENUES, DATES AND KICKOFF TIMES

- 12.1 The Federation shall publish a fixture list including the match venues, dates and kick-off times for the season. All matches shall be played on the dates and times as published by the Federation and shall not be varied without the prior written approval of the Federation.
- 12.2 The Host Club shall be responsible for booking match venues for their Home Matches as per the fixture list provided.
- 12.3 Prior to the commencement of each season, each Club shall nominate its match venue(s) to allow inspection and approval by the Federation.
- 12.4 If any Club wishes to change any match date or kick-off time, they must advise both the opposing Club and the Federation in writing at least three (3) working days prior to the scheduled game, setting out in full their reasons for requiring the change. In the event of both Clubs agreeing to the change, the Federation shall take that into account when giving its decision. Any additional cost incurred in changing a previously agreed match date or kick-off time shall be borne by the Club making the request.
- 12.5 All rescheduled games must be played prior to the final scheduled round of the relevant competition as published in the final fixture list prior to the current competition. Failure to do so will mean the requesting team will incur the game as a default.
- 12.6 In the event of a Club wishing to play at a match venue other than its nominated match venue, it must give the Federation three weeks' 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 Federation as to the acceptability of the proposed match venue change will be final.

- 12.7 The Competition Manager reserves the right to determine the match venue, date and kick-off time for all matches and shall have the right at all times to amend, postpone or cancel any fixture.

13 FLOODLIGHT MATCHES

- 13.1 A fixture may be played wholly or partially under floodlights subject to the floodlight installation having been approved by the Federation as being suitable.
- 13.2 Any costs associated with night matches scheduled or rescheduled at the request of a Club shall be borne by the Club making the request.
- 13.3 Any costs associated with night matches rescheduled as a directive of the Federation shall be borne by the Home Club, unless exempted in writing by the Federation.
- 13.4 The Federation reserves the right to decline an application to play a fixture under lights if the lighting does not meet the minimum requirements.
- 13.5 Any club wishing to play a match under lights must supply the Federation with an independent lighting lux level test to provide certainty on the lighting levels available on a bi-annual basis.

14 SECURITY

- 14.1 The Host Club shall be responsible for taking all practicable measures to ensure:
- That all facilities and equipment comply with the Health and Safety at Work Act 2015 and related regulations (as amended from time to time). Certificates of compliance as required must be current;
 - That a dedicated security and safety officer is operating for all Home Matches. This person is to be clearly identifiable and in contact with the Host Club at all times;
 - The orderly behaviour of the crowd and safety of the Match Officials, Players and Team Officials and all spectators; and
 - The availability of Host Club's Officials and where appropriate, security or police personnel.
- 14.2 All Clubs will be held responsible for the behaviour of their spectators, whether playing at home or away or at a neutral ground. A Club must forthwith give notice in writing to the Federation of any unruly behaviour of their spectators.
- 14.3 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.

15 FIELD OF PLAY

- 15.1 All Host Clubs are to ensure that their grounds comply with the FIFA Laws of the Game, Law 1 – The Field of Play.
- 15.2 Matches may be played on natural or artificial surfaces. Where artificial surfaces are used, the surface must meet the requirements of the FIFA Quality Concept for Football Turf.
- 15.3 In compliance with the provisions of the FIFA Laws of the Game, the Technical Area shall be marked out in front of the seated area for substitutes and technical staff.
- 15.4 The Technical Area shall be of sufficient size to include the maximum number of persons authorised to be on the substitute's bench and be located one metre either side of the substitute's bench, to one metre from the touchline.
- 15.5 All Host Clubs are required to have the field of play of their home grounds maintained in a satisfactory condition.
- 15.6 In the event of inclement weather, the Host Club shall be obliged to ensure all reasonable steps are taken to ensure that scheduled fixtures proceed.
- 15.7 In the event of inclement weather, the Host Club shall be obliged to re-mark all or portions of the ground, at the request of the Referee.
- 15.8 No unauthorised ground markings shall appear on any match venue.
- 15.9 All grounds shall have unlocked and unblocked access to enable an ambulance to gain access to the ground and playing area.

16 REFEREES, ASSISTANT REFEREES AND FOURTH OFFICIALS

- 16.1 The Federation Referee Development Officer or other such appointed person/s, shall make appointments for all Competition fixtures.
- 16.2 Where required each Referee shall upon the conclusion of each match, forward to the Federation a Referees Report on the prescribed form. These should arrive to the Federation office no later than 3 working days after the game has been played. Should a match official fail to furnish any required report within the prescribed time limit then the following will apply:
- On the first occasion the official shall forfeit the match fee to the Federation and be given a warning by the Federation.
 - On the second occasion the official shall forfeit the match fee and be suspended from refereeing any Competition matches for two playing days.
 - On the third occasion the official shall forfeit the match fee and be suspended from the Competition referees' panel for the balance of the season, for such period as shall be determined by the chairperson of the Referees Committee, in conjunction with the Federation.

- 16.3 Each Referee shall, within 60 minutes of the final whistle, check the accuracy of the Match Information Sheets or Team Card of both Clubs and sign them as a true and accurate record of the match.
- 16.4 Each Referee shall attend the ground at least one hour before the scheduled kick-off time and shall wait one half-hour after the scheduled kick-off time, before abandoning the game for any reason.
- 16.5 The Referee's decision shall be final as to the condition of the ground for play.

17 LAWS OF THE GAME

- 17.1 All matches shall be played in accordance with the FIFA Laws of the Game.
- 17.2 The minimum number of Players a Club's team must have to play in any Competition match is seven (7). 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 FIFA Laws of the Game.

18 SUBSTITUTION RULES

Substitution Procedures

- 18.1 The procedure for substitutions shall be in accordance with the FIFA Laws of the Game.
- 18.2 Clubs wishing to make a substitution shall complete the Federation Substitution Slip and pass to the Assistant Referee. The shirt number of the Player to be replaced shall be written in the OFF boxed area, and the shirt number of the Player listed as a substitute in the ON boxed area.
- 18.3 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.

19 TECHNICAL AREA

- 19.1 Each Host Club shall provide adequate seating for each person authorised to be in the Technical Area at each game it is host of during a Competition season.
- 19.2 The occupants of the Technical Area shall be identified to the Match Officials prior to the commencement of the match and reflect what has been selected and confirmed in the National Registration System within the specified match on the Start list; or listed on the Match Team Card/Sheet.
- 19.3 Only one person at a time has the authority to convey technical instructions and that person must return to their position immediately after giving any instructions, to the intent that only one person at any time is standing.
- 19.4 Team Officials must remain within the confines of the Technical Area except in special circumstances, for example, a physiotherapist or doctor entering the field of play with the referee's permission to treat an injured Player.

- 19.5 All occupants of the Technical Area must conduct themselves in a responsible manner at all times, with particular regards to foul and abusive language.
- 19.6 The Match Officials shall police the Technical Area and forthwith give notice in writing to the Federation Competition Manager of any breach.

20 PLAYING OF FIXTURES

- 20.1 Clubs must take all reasonable steps to arrive at a match on time.
- 20.2 In the event of a match being postponed at late notice due to issues with travel arrangements or adverse weather, it shall be the responsibility of the two Clubs concerned to immediately confer, in conjunction with the Competition Manager, with a view to playing the match at the earliest possible time. Should no agreement be reached by the two clubs by a date stipulated by the Competition Manager then the Competition Manager will determine the date, time, and venue for the replay of the match at their sole discretion.
- 20.3 In the event of a match being postponed due to the scheduling of any official NZF or Federation fixture the two Clubs concerned agree to play the match at the earliest possible time as determined by the Federation.
- 20.4 In the event of a change of match venue being necessary because of unforeseen weather or field of play conditions, the Host Club shall take all reasonable steps to give adequate notice to the Federation and the Away Team as to the new match venue. In the event of any dispute arising as to the suitability of the match venue, the Federation shall make the final decision, which will be binding, on all parties.
- 20.5 Any team not ready to commence its match within ten (10) minutes of the published start time shall forfeit the match. A forfeited match shall be deemed to be a Defaulted match for the benefit of these Regulations.
- 20.6 If for any reason a match cannot be completed due to any circumstances, then the result of the match shall be decided by the Competition Manager at their complete discretion.
- 20.7 If for any reason a League cannot be concluded within the required timeframe the Competition Manager may close the League and declare final placings at its sole discretion pursuant to the following factors:
- The standing at the end of the first completed round; or
 - Standings at the close of the Competition; or
 - Play-off between two or more teams to ascertain placings.
- 20.8 During the League Competitions, points shall be allocated based on three (3) points for a win, one (1) point for a draw and zero (0) for a loss.
- 20.9 Where two or more teams are tied at the top of the League ladder at the end of any Federation Senior competition or Federation Youth league competition then goal difference will be used to separate the teams. If the teams are also tied on goal difference, then final placings will be decided pursuant to the following factors:

- Most goals scored for; then
- Least goals scored against; then
- Results against each other.
- If any two or more teams are still equal, then the team with the superior disciplinary record in the Competition (by virtue of having the fewest penalty points accrued during the Competition) shall be declared the winner. Penalty points shall be accrued as follows:
 - for each yellow card received, a team will accrue 1 penalty point;
 - for each red card received, a team will accrue 3 penalty points;
 - and where an individual Player receives 2 yellow cards in the same Competition game, a team will accrue 3 penalty points (the same as for a red card).
- Flip of a coin

20.10 Where two or more teams are tied at the bottom of the League ladder at the end of any Federation Senior competition or Federation Youth league competition and the bottom team is to be relegated then goal difference will be used to separate the teams. If the teams are also tied on goal difference, then final placings will be decided pursuant to the following factors:

- Least goals scored for; then
- Most goals scored against; then
- Results against each other.
- If any two or more teams are still equal, then the team with the superior disciplinary record in the Competition (by virtue of having the fewest penalty points accrued during the Competition) shall be declared the winner. Penalty points shall be accrued as follows:
 - for each yellow card received, a team will accrue 1 penalty point;
 - for each red card received, a team will accrue 3 penalty points;
 - and where an individual Player receives 2 yellow cards in the same Competition game, a team will accrue 3 penalty points (the same as for a red card).
- Flip of a coin

21 DEFAULTS

21.1 Defaults must be notified to Waikato Bay of Plenty Football Federation no later than 12.00 noon on the Friday prior to the game for Weekend fixtures and 12.00 noon the day before for Weekday matches. Clubs will be fined in accordance with the schedule of service costs and the defaulting team may be charged in full for the appointed Referee where Waikato Bay of Plenty Football Federation has not been notified in this time. **ANY team defaulting a match in WaiBOP League One, W-League or Federation Youth Leagues WILL incur a fine.**

- 21.2 A defaulted match, whether or not notification was given pursuant to clause 21.1 shall be recorded as a three (3) – Zero (0) win to the non-defaulting team.
- 21.3 Any team defaulting two games consecutively or three in a season may be expelled from the competition at the discretion of the Competition Manager or the Federation.
- 21.4 Defaulting teams must also advise their opposition and the Referees Association.
- 21.5 Away teams that default will have the return leg played at their opposition's home ground; this will carry through to subsequent years.

22 SUSPENDED OR ABANDONED MATCHES

- 22.1 In the event of adverse weather conditions occurring during a match, which in the view of the Referee endangers the Players or Team Officials, the Referee may at their sole discretion suspend play for a period of up to thirty (30) minutes to allow time for conditions to improve to a point that will allow the match to recommence.
- 22.2 Where weather conditions preceding a fixture raise doubts as to whether play shall take place, the Referee or Referee's nominee and the Host Club shall meet at the ground to consider whether the ground is fit for play. This meeting and discussion shall be held in sufficient time to enable the Away Team travelling on the day of the match to be notified of any abandonment prior to their departure for the match. If the Referee or Referee's nominee decides that play can take place, then the referee shall further decide whether or not any other scheduled activities prior to the match are to be cancelled.
- 22.3 Before any decision is made as to whether the match should be abandoned, the Host Club shall discuss the situation with the Federation Competition Manager. The Competition Manager may arrange for an alternate Match Venue to be used for the completion of the match, at their sole discretion.
- 22.4 If there is doubt as to whether or not a fixture is to be played because of uncertainty about weather conditions, the Referee or Referee's nominee shall immediately notify the Federation Competition Manager following the field of play inspection and the Host Club shall advise the Away Team.
- 22.5 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, provided that the Referee or Referee's nominee shall have sole discretion as to whether or not it shall be played.
- 22.6 If for any reason the Referee cannot make or does not attend the match venue, and if there is doubt about whether the field of play is fit to play, then the Host Club in conjunction with the Referee's nominee shall be responsible for advising the Federation Competition Manager on the condition of the field of play as well as notifying the Away Team.
- 22.7 If for any reason a match is abandoned, that match shall be replayed at the direction of the Federation, who shall first discuss the matter with the two affected Clubs. Any match abandoned after kick-off, for any reason, shall be reported directly to the Competition Manager within 12 hours of the intended kick off time by the Referee and both clubs, and if no Referee is present, by both clubs. Upon review the Competition Manager may decide that:

- 22.7.1 If at least 80 minutes of the match has been played the score at the time of the abandonment shall stand, or
- 22.7.2 The match shall be awarded to one of the teams as a forfeit win with a recorded score line of 3-0, or
- 22.7.3 The match shall be rescheduled by the Federation.
- 22.8 If in the opinion of the Competition Manager, the lack of timely action contributed to an away team 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.

23 FINANCIAL PROVISIONS

- 23.1 The Federation has no financial provisions for teams in the Competition. All travel, food, accommodation, referee fees and fines shall be the responsibility of the Club.

24 ELIGIBILITY OF PLAYERS

24.1 A Player is eligible to play in the Competition provided that:

- The Player is duly registered to the Club in the National Registration System. For the avoidance of doubt, any player who does not hold a CONFIRMED registration in the National Registration System (COMET) to the participant club is not eligible to take the field.
- The Player is duly registered with a Club in accordance with the FIFA Regulations on the Status and Transfer of Players and NZF Regulations on the Status and Transfer of Players.

24.2 Any Players registering with a Club after 30 June 2023 are not eligible to play in WaiBOP League One or the WaiBOP W-League Competition. A player must hold at least an "Entered" status in the National Registration System (COMET) to the participant club on or before 11:59PM on the Registration Date of 30 June 2023.

24.3 Players who have had an International transfer started within the National Registration System prior to midnight on 30 June 2023 will be eligible to play in WaiBOP League One or the WaiBOP W-League Competition if the transfer is completed after 30 June 2023.

24.4 Each Club shall be responsible for fielding only eligible players. Any Club found guilty of fielding an ineligible Player for whatever reason shall be subject to the penalties as determined in NZF Disciplinary Code.

24.5 All international transfer clearances (ITC) must be processed and completed as per the NZF Regulations on the Status and Transfer of Players.

25 REGISTRATION OF PLAYERS

- 25.1 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.
- 25.2 A Player can only be registered for one (1) Club at any one time and can only play for that Club.

26 START LIST AND SUBSTITUTE'S BENCHES

- 26.1 Each Club shall play its full-strength team in all fixtures unless some satisfactory reason is given to the Federation. Failure to do so will constitute a breach of the Regulations.
- 26.2 Each Club shall name a Start List on the Match Information Sheet or Team card with a maximum number of Players as per the competition appendix attached for each match.
- 26.3 Maximum number of substitutes and rules around use for each competition will be found in the Competition appendix attached. Substitutes not so named may not take part in the match.
- 26.4 Each Club is responsible for ensuring that the Match Day Line-Up in the National Registration system or team card, as applicable, is completed properly and handed to the referee no later than ten (10) minutes before the scheduled kick off, and that only the selected Players start the match. The numbers on the Player's shirts must correspond to the numbers on the Start List. The starting eleven may be adjusted in case of an injury during the warm-up, up to ten minutes before the kick off.
- 26.5 For all matches, a maximum of 11 people are entitled to sit in the Technical area during a fixture, being comprised of no more than 5 (five) substitutes and no more than 6 (six) Team Officials. All occupants of the Technical Area must wear different coloured tops to those worn by the team they are associated with. For every match, Clubs shall submit the names on the start list of all people sitting in the Technical Area.
- 26.6 The use of any communication equipment and/or systems between and/or amongst the Players and/or technical staff is not permitted.

27 MATCH RESULTS

- 27.1 Where applicable, at the end of the match, each Club shall sign the Match Information Sheets or Team Card as applicable and ensure their Match Information Sheet or Team Card is signed by the Referee. It is the responsibility of both teams to submit and/or check their Match Result via the National Registration System within the timeframe specified in the relevant appendix. Entering of results, team list and player information and Statistics is the sole responsibility of the Players club.

28 COMPETITION FORMAT

- 28.1 The Federation shall determine the format of each Competition in accordance with the relevant Appendix.

29 TROPHY, AWARDS & MEDALS

- 29.1 Where applicable the Competition trophy will be presented to the winner of the Competition at the conclusion of the Competition.
- 29.2 Any Competition trophies are the property of the Federation and shall be insured by the Federation. The winner of the Competition is responsible for the loss of, and any damage done to the trophy. The winner of the Competition shall return the trophy to the Federation in good order and condition by the 30th of June of the following year.

- 29.3 Where applicable, in addition to the trophy, the Federation may present medals to each of the Teams in the Competition final, plus the Match Officials of the day in accordance with the relevant Appendix.
- 29.4 Where applicable, at the conclusion of the Competition, the Golden Boot will be awarded to the Player who scores the most goals in the Competition. If two or more Players score the same number of goals, the total games played in the Competition will be taken into account, with the Player playing fewer games being awarded the Golden Boot.

30 NON-COMPLIANCE

- 30.1 Unless otherwise specified, if a Club is in breach of this Regulation the Federation shall notify the Club in writing of the breach, and the Club will be given a reasonable period of time to rectify the breach. It is the Club's responsibility to undertake remedial action within the timeframe set & to keep the Federation informed of progress, including any possible delays due to circumstances beyond its control.

31 INTELLECTUAL PROPERTY

- 31.1 For the purposes of this clause, "Intellectual Property" shall mean the intellectual property of NZF or the Federation 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 Federation, all broadcasting, media and production and reproduction rights of any games in the Federation in any form whatsoever, all operational information including all promotional and advertising material in relation to the Federation and all internet and website based information, including competitions.
- 31.2 A Club shall ensure that the ownership by NZF or the Federation of the Intellectual Property is protected at all times and that any breach of it or unauthorised or unlicensed use of it is reported to NZF or the Federation promptly.
- 31.3 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.

32 CODE OF CONDUCT

- 32.1 No person is entitled to bring NZF, the Federation, the game, or any related issue into disrepute. Coaches and Players are not entitled to communicate negative comments to the media, aimed at any official, which results in such disrepute. Any person who breaches this clause will be liable to a fine of \$500 per breach, at the sole discretion of NZF or the Federation, as appropriate.

33 MISCELLANEOUS

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

34 REFERENCES

- 34.1 [IFAB Laws of the Game](#)
- 34.2 [FIFA Disciplinary Code](#)
- 34.3 [NZ Football Regulations on the Status and Transfer of Players](#)
- 34.5 [New Zealand Football Statutes and Regulations](#)
- 34.6 [NZF Disciplinary Code](#)

APPENDIX ONE

WAIKATO BAY OF PLENTY FOOTBALL SENIOR COMPETITIONS

1. ENTRIES FOR THE COMPETITION

- 1.1. Each Club desiring to compete in Federation Senior Competitions shall, on or before a date advised by the Competition Manager, confirm in writing their acceptance of an invitation to compete in such competition in the division(s) advised.
- 1.2. The final composition of such divisions shall be at the discretion of the Competition Manager.
- 1.3. The Competition Manager shall have the power to accept further entries during the season if, in her/his opinion, it is expedient to do so.
- 1.4. The Competition Manager shall have the power to increase or reduce the number of divisions and to form or discontinue sections in any division as and when the need arises.
- 1.5. All Clubs are required to notify the Competition Manager of all changes of Club Personnel, Email Addresses, Telephone numbers, Club Colours within seven (7) calendar days of any such changes.
- 1.6. Promotion / Relegation divisions. The number of promotion / relegation divisions to be determined by the Competition Manager, Waikato Bay of Plenty Football Federation, dependent on the number of entries received and subject to any re-organisation of the Waikato Bay of Plenty Football Federation League and/or the Local Club leagues.

2. COMPETITION STRUCTURE (LEAGUE ONE AND W-LEAGUE)

- 2.1. In 2023, WaiBOP League One will consist of 8 teams playing a triple round robin format.
- 2.2. Only one team from a club is permitted in League One, however if the Competition Manager receives an application from a club already represented in the league and believes it to be in the best interest of the competition to include the team, it will be considered.
- 2.3. This decision will be made at the sole discretion of the Competition Manager based on what he/she believes is best for the Competition.
- 2.4. WaiBOP Football reserve the right to determine whether it is in the best interests of the Competition to increase the number of teams in League One in 2024, and the final decision is at the sole discretion of the Competition Manager based on what he/she believes is best for the Competition.
- 2.5. Clubs must have fulfilled all financial commitments to Waikato Bay of Plenty Football Federation before entering the Federation League.
- 2.6. Promotion for the winning team in the 2023 Waikato Women's Division 1 and Women's Bay 1 league into the WaiBOP W-League will be compulsory for the 2024 season unless an eligible team makes an application, and it is approved to stay in the lower league. Applications must be made in writing to the Competition Manager.

3. COMPETITION STRUCTURE (OTHER SENIOR LEAGUES)

3.1. Divisions in the Senior leagues will consist where possible of a maximum of 10 Teams. The Competition Manager shall have the power to increase or reduce the number of divisions and to form or discontinue sections in any division as and when the need arises.

3.1.1. In all Waikato Bay of Plenty Football Local Leagues multiple teams from the same club will be permitted from the first local division and lower.

3.1.2. Promotion/relegation for the winning and losing teams in the Waikato and Bay of Plenty Local leagues will be compulsory unless an eligible team makes an application, and it is approved to stay in the lower league. Applications must be made in writing to the Competition Manager.

4. PLAYER ELIGIBILITY

4.1 All players must be registered for their club and marked CONFIRMED in the National Registration System for the current season with the participating Club and Waikato Bay of Plenty Football Federation. It is the club's responsibility to ensure the player is correctly registered with his/her team within the National Registration System and with Waikato Bay of Plenty Football Federation in the current season, prior to taking the field in any match.

4.2 Any Players registering with a Club after 30 June 2023 are not eligible to play in WaiBOP League One or the WaiBOP W-League Competition.

4.3 Players who have had an International transfer started within the National Registration System prior to midnight on 30 June 2023 will be eligible to play in WaiBOP League One or the WaiBOP W-League Competition if the transfer is completed after 30 June 2023.

4.4 Where players are taking part in age-determined grades, it is the club's responsibility to sight a copy of proof of age of players. Birth Certificates, Passport or other internationally recognised legal documents will constitute proof. The club is required to produce proof of age if requested by Waikato Bay of Plenty Football Federation.

4.5 A club may play a maximum of three (3) players in any senior competition match who have played in a higher division or teams in their previous game, **if they comply with the Player Re-Grading Regulations, Section 19.**

4.6 Where a club has two or more teams playing in the same division, a maximum of three (3) players are eligible to move between those teams in any senior competition match without prior approval from Waikato Bay of Plenty Football Federation.

4.7 A team may only field a maximum of three players in any senior competition match that have **either** previously played in a higher division (as per regulation 4.5), or who have moved between teams in the same division (as per regulation 4.6).

4.8 Youth players (17th grade or below) who have been moved up to play in a senior team are free to return to their team in a youth grade provided they have played for that team within the

proceeding two weeks unless the youth games in that time have been cancelled or postponed. The Youth game can have taken place in the same weekend.

- 4.9 Any team playing an unregistered or ineligible player will be penalised in accordance with the schedule of service costs for the relative season. The offending team will forfeit all points gained. Goals scored by that team will be forfeited and goals against will stand. The opposing team will be awarded the points for the match. Goals scored by that team will stand and goals against will be cancelled.
- 4.10 Males competing in Senior Men's competitions must be 16 years of age or older. (Must have had their 16th Birthday before participating in a match).
- Males are not permitted to play in Senior Women's or Girls-only competitions.
- 4.11 Females competing in Senior Women's competitions must be 15 years of age or older (must have had their 15th Birthday before participating in a match).
- Females competing in Senior Men's competitions must be 16 years of age or older (must have had their 16th Birthday before participating in a match), dispensation form must still be completed.
 - Please see appendix four for dispensation guidelines
- 4.12 The player's Club must have signed permission, from a parent or the guardian of the player and approval from WaiBOP Federation, prior to the player competing in a senior competition game. Such dispensation must have regard to player welfare and safety and to the development implications for the player.
- 4.13 Players playing in the Waikato Men's Over 35's leagues must be 35 years of age or older (must have had their 35th birthday before participating in a match). Teams may have up to three (3) players on the team card for any match who do not reach this age criteria, but only two (2) are able to be on the pitch at any time.

5 START LISTS AND SUBSTITUTES BENCHES

- 5.1 At the conclusion of the game both team managers/coaches must agree the score, countersign Team Cards and have these signed by the referee. These cards must then be submitted to Waikato Bay of Plenty Football Federation via the online form within 48 hours of the completion of the match. Penalties for non-compliance are set out in the schedule of service costs.
- 5.2 If teams have seven or more players, the match must start on time. In the event of either team not being ready to begin the game 10 minutes after the scheduled start time the team present and ready to start may claim the match as a default.
- 5.3 Teams must have a maximum of eleven (11) players and a minimum of seven (7) players on the field at any time. Should any team fail to field seven (7) eligible players whether through shortage or sending off, it will forfeit the match. All players, whether at the ground or not, must be listed on the team card prior to the match starting, as per FIFA Law 3.
- 5.4 For WaiBOP League One and the WaiBOP W-League, five (5) substitutes may be used from up to five (5) players named on the Match Information sheet or Team card, but requiring the permission to enter the field of play from the referee, and provided that:
- The player leaves the field completely before the substitute goes on.

- Substitutions are made during a break in play.
- Players always enter at the half-way line and leave at the nearest boundary.
- To reduce disruption to the match, each team will have a maximum of three opportunities to make substitutions during the game; substitutions may also be made at half-time.
- If both teams make a substitution at the same time, this will count as one of the three opportunities for each team.

5.5 For all senior Men's and Women's matches lower than WaiBOP League One and the WaiBOP W-League, up to five (5) substitutes may be used from players named on the team card, limited to a maximum of ten (10) interchanges of players during the match. Each substitution will require the permission from the referee to enter the field of play, and proceed as follows:

- The player leaves the field completely before the substitute goes on.
- Substitutions are made during a break in play.
- Players always enter at the half-way line and leave at the nearest boundary.

5.6 For the Waikato Men's Over 35's League and the **Men's Bay 3/Bay Men's Over 35's** League there is no limit to the number of interchanges of players that can be made during the match.

6 DEFAULTS

6.1 Defaults must be notified to Waikato Bay of Plenty Football Federation no later than 12.00 noon on the Friday prior to the game for Weekend fixtures and 12.00 noon the day before for Weekday matches. Clubs will be fined in accordance with the schedule of service costs and the defaulting team may be charged in full for the appointed Referee where Waikato Bay of Plenty Football Federation has not been notified in this time. **ANY** team defaulting a match in WaiBOP League One, the WaiBOP W-League or Federation Y-Leagues **WILL** incur a fine.

7 REFEREES AND COMMUNITY REFEREES

7.1 If there is no appointed official, the home team will provide a Community Referee (CR) to control the game. The CR controls the whole fixture. If the home team does not have a CR, and the visiting team does, then the visiting CR will control the fixture. If none of the above is available, the home team will provide a referee for the first half and the visiting team will provide one for the second half. In any event, the referee controlling the fixture has the same rights and obligations as an appointed official. Failure to be able to provide an accredited CR for teams in WaiBOP League One, WaiBOP W-League, Men's Bay One, Waikato Men's Division 1, 2 and 3, Waikato Women's Division 1 and 2 and Federation U13, U14 and U16 Y-Leagues may result in loss of points at the discretion of the Competition Manager.

7.2 **Each team entered into the Federation Y-Leagues must have a qualified Community Referee as part of the team entry.**

8 EQUIPMENT

8.1 Corner flags must be supplied by the home team and be in place before the allocated kick-off time. Nets are recommended at all Senior games but are mandatory for all Federation League

matches. For Federation League matches the Technical Area is mandatory, as per FIFA Laws. The home team must provide a FIFA approved match ball Size five (5).

- 8.2 For Waikato Division 1 and Bay 1 matches, three (3) such balls must be provided.
- 8.3 For WaiBOP League One and WaiBOP W-League games, the Official Match Ball must be used. The Official Match Ball for the 2023 season is a Nike Club Team Elite Ball. Teams must have three (3) such balls available on Match Day.
- 8.4 For WaiBOP League One, WaiBOP W-League, Waikato Division 1 and Bay 1 matches side-lines must be roped off.
- 8.5 Failing to meet requirements of the above will incur a fine as detailed in the schedule of service costs under competition criteria.

9 RESULTS AND MATCH TIMES

- 9.1 The duration of matches will be 45 minutes each way with a maximum 15 minutes for half time.
- 9.2 It is the responsibility of both teams to submit and/or check their result in the National Registration database system by 10.00am on the Monday following the weekend of the match or if midweek by 10.00am on the day following the match. Teams in breach of any of the regulations will be subject to fines as set out in the schedule of service costs attached to these regulations.

10 DISCIPLINE AND MISCONDUCTS

- 10.1 At all times, Teams, players, officials, and spectators are required to behave in a manner that does not damage the image of the game. Clubs are required to ensure their representatives abide by the FIFA code of conduct and uphold the Spirit of Fair Play.
- 10.2 Clubs are responsible for the behaviour of their spectators, players, and coaching staff.
- 10.3 All senior fines and service costs will apply to the competition, not the age of the player.
- 10.4 All misconducts will be dealt with by Waikato Bay of Plenty Football Federation in accordance with NZ Football Rules and Regulations and Code of Conduct.
- 10.5 If a request by the match referee, referee inspector or Federation Board or Staff, to the bench/manager of the appropriate team, to cease the consumption of alcohol outside licensed areas is not remedied, then the Federation will seek an explanation from the Club. If this explanation is considered unsatisfactory; the club may lose points, be fined, or expelled, as per the Federation's schedule of service costs.
- 10.6 Reported verbal, written or electronic abusive comments against or criticism of match officials, made by a club, team official or player after the game while at the grounds or during after match speeches, may incur an automatic fine of \$250 to the offending club. Any further incident during the season involving the same club may result in a monetary fine of \$500 each instance.

11 PROTESTS, DISPUTES AND APPEALS

- 11.1 Any Club playing within Waikato Bay of Plenty Football Federation may bring a dispute or protest to the Waikato Bay of Plenty Football Federation Board through the Chief Executive. The Board of Waikato Bay of Plenty Football Federation must appoint a Disciplinary Committee to determine the matter and provide a written decision and advise that decision to the party or parties concerned. The dispute, protest or appeal must be written on the Club's letterhead and a fee of \$125 + GST will be payable on lodging the appeal.
- 11.2 The protest must be lodged within three (3) working days of the alleged breach. Appeals that overturn the original decision will have the fee refunded. Each Club has the right of appeal against any ruling of the Waikato Bay of Plenty Football Federation Board to NZ Football as per NZ Football Rules and Regulations. A fee of \$250 + GST is payable on lodging the appeal.
- 11.3 Any protest must be made by the Club Secretary or another authorised officer of the Club, within 96 hours of the alleged breach. The protest must be in writing to the Competition Manager. All protests must be specific and in detail, setting out the full circumstances and including all relevant points. The Competition Manager reserves the right to disregard any non-specific or non-detailed protest.

12 POSTPONED OR ABANDONED MATCHES

- 12.1 Any match abandoned must be reported within 12 hours of the intended kick-off time using the email address catherine.c@waibop.co.nz by both clubs and the match official. After considering the facts, Waikato Bay of Plenty Football Federation may decide that:
- 12.1.1 If at least 80 minutes of the match has been played the score at the time of the abandonment shall stand, or
 - 12.1.2 The match shall be awarded to one of the teams as a forfeit win with a recorded score line of 3-0, or
 - 12.1.3 The match shall be rescheduled by the Federation.
- 12.2 Matches not played for any reason e.g., Weather, Referee, Chatham Cup etc. will be rescheduled. Waikato Bay of Plenty Football may reschedule and notify the clubs, bearing in mind the necessity for the league to be completed by the set due date. The Clubs can then mutually agree on a different appropriate date.
- 12.3 Any team with three (3) or more players away on Federation or NZF duty is entitled to request (and have accepted) postponement of their game **in all leagues except WaiBOP League One and the WaiBOP W-League**. Such request to be received by Waikato Bay of Plenty Football Federation at least **seven days** prior to the scheduled game.
- 12.4 Any team with six (6) or more players away due to Secondary School playing commitments for NZ Secondary Schools Tournament week is entitled to request (and have accepted) postponement of their game **in all leagues except WaiBOP League One and the WaiBOP W-League**. Such request is to be received by Waikato Bay of Plenty Football Federation as early as possible but at least two weeks before the scheduled game.

13 KNOCKOUT COMPETITION

- 13.1 All draws will be carried out by Waikato Bay of Plenty Football Federation. Competition structure and the format will be advised to Clubs before the start of the Competition after

consultation with Sponsors. It is the responsibility of the participating club to have the rules prior to the competition beginning.

13.2 Squads are limited to twenty (20) players only over the length of the competition. Players to be 'Cup tied' i.e., can play for one team only.

13.3 ANY team defaulting a match in the Knockout Cups WILL incur a fine regardless of when the default is notified.

13.4 Any additional specific cup regulations will be advised after consultation with Clubs.

14 RESPONSIBILITIES

14.1 Each Club has a wider responsibility to the code and to any Sponsors and to the supporting public. This is achieved by providing and maintaining Football of the best achievable standard, a well-presented playing surface and first-class facilities.

14.2 Where a Club lodges a complaint or questions the behaviour of a player/official/spectator of the other team Waikato Bay of Plenty Football Federation will seek a response within seven (7) calendar days. If no response, the Club will forfeit points for that match and any subsequent matches, until a response is received.

14.3 Each club is to nominate one club personnel per registered team for training as a Community Referee (CR) and notify the Federation before the start of the season. Failure to provide a qualified CR for teams in WaiBOP League One, WaiBOP W-League, Men's Bay 1, Waikato Men's Division 1, 2 and 3, and Waikato Women's Division 1 and 2 may attract a fine of \$200 and/or loss of points at the discretion of the Competition Manager.

15 TEAM CARD/SHEETS

15.1 A completed Federation team card/sheet is to be filled out correctly by each team in a League fixture, listing the eleven (11) starting players and up to five (5) substitutes. In all local leagues and the Federation Youth Leagues, team sheets must be prepared and printed out from the National Registration System (Comet) and taken to the match.

15.2 If there is an appointed referee, completed team sheets must be handed to the referee prior to the commencement of the game. The referee will sign both sheets and hand them back to the respective teams after the game. Each team will sign the sheets and return them to the Federation within 48 hours of the completion of the match by submitting them via the online form. Teams failing to send in the team sheet may incur a fine to the Club in accordance with the schedule of fees and costs.

15.3 If there is no appointed referee the team sheets are to be exchanged with the opposition at the end of the game, to be signed by both teams and the referee who completed the game and submitted to the team's Federation office via the online form within the timeframe listed above.

15.4 Each team is responsible for its own team card/sheet.

16 THE MATCH DAY LINE-UP IN THE NATIONAL REGISTRATION SYSTEM (WaiBOP League One and WaiBOP W-League)

- 16.1 Each team shall name a Start List in the Match Day Line-Up in the National Registration System with a maximum number of 16 Players (11 selected Players and up to five (5) substitutes) for each match, and up to six (6) technical staff.
- 16.2 Substitutes not named on the Match Day Line-Up may not take part in the match. An unnamed Player taking the field during the match results in the Player being ineligible.
- 16.3 Each team is responsible for ensuring that they correctly name their Start List by selecting their line-up in the National Registration System by 12pm on the Friday prior to any fixture. Penalties for non-compliance are set out in the schedule of service costs. Changes can be made up until sixty (60) minutes before the scheduled kick off.
- 16.4 Any player in the named starting eleven may be replaced by another Player in the Start List in the case of any injury during the warm-up only, up to ten (10) minutes before the kick off with notice to the match officials.
- 16.5 The Number's on Player's shirts, and shorts if numbered, must correspond to the numbers on the Start List.
- 16.6 A Team Official of each Participant shall, within 48 hours of the commencement of the game, confirm the match results and match events as a true and accurate record of the match by ticking the relevant check box in the 'Other' tab of the relevant match report in the NZF National Registration System.

17 COACHING CRITERIA

- 17.1 The Head Coach of any League One and WaiBOP W-League team will be required to have attended and be accredited with a NZ Football Senior Level 1 Coaching award. Only teams with Head Coaches with the above qualification will be eligible to enter these competitions.
- 17.2 WaiBOP W-League teams will also be required to nominate a female coach as part of their coaching group involved with their team. It is compulsory for the female coach that has been nominated by the team to attain a Senior Level 1 Coaching award.
- 17.3 The qualified Head Coach must be listed on the Match Day Line-Up or Team card for WaiBOP League One and WaiBOP W-League. The female Senior Level 1 Coach must be listed on the Match Day Line-Up or Team card for the W-League. The sanction for non-compliance with the above could result in loss of competition points.

18. PROMOTION / RELEGATION

- 18.1 The winner of WaiBOP League One MAY be eligible for promotion into the LOTTO NRFL Southern Conference for the following season, dependent on the final placings of WaiBOP teams in NRFL Leagues. Decisions regarding promotion/relegation will be at the sole discretion of WaiBOP Football Federation with the view to maintain the 8 team league balance in the NRFL Southern Conference.
- 18.2 If the winner of League One is a club already represented in NRFL Leagues, then they are not eligible to be promoted.
- 18.3 The lowest placed team in League One may be relegated to Waikato Men's Division 1 or Men's Bay 1 as appropriate. This is subject to a team that wins the local Division 1 leagues being eligible for promotion into the League One competition.
- 18.4 All promotions are subject to the approval of WaiBOP Football Federation and on the basis the clubs meet any relevant entry criteria and eligibility requirements.

18.5 The winner of the WaiBOP W-League will enter into a playoff with the winner of the NRF Women's Conference Competition.

18.7 The winner of this play-off will be promoted to the NRFL Women's Championship in the following season.

18.8 All NRF league placements are subject to approval of NRF and on the basis the club meets any relevant entry criteria and eligibility requirements.

19. PLAYER REGRADING

19.1 In this Regulation:

19.1.1 A Player is 'graded' to a league when they have, according to this regulation, become established in that league.

19.1.2 'Regrading' or 're-grade' is a player playing a match in a league below that in which the player is currently graded.

19.1.3 "Play" or "playing" in a match includes starting the match or taking the field as a substitute, but NOT being an unused substitute.

19.2 A registered player can play in any team entered by their club, in any league, of any competition at the discretion of their club's selection committee if the eligibility regulations (including regrading regulations) are complied with.

19.3 A player is automatically graded to the team for which they play their first League game of a new season.

19.4 A player for whom two consecutive league matches are played in a team other than that in which the player is currently graded becomes graded to that other team in place of the existing grading. For clarity, consecutive league matches are two (or more) league matches, played for the same team, after one another in date order without playing for another team.

19.5 Up to three players in total can be re-graded down from any one team per match:

19.5.1 Players must be re-graded down to the next adjacent team from the league/team in which they are currently graded.

19.5.2 Any one team can only play three re-graded players in any match.

19.6 Any player who has played for any one team in 75% of the team's scheduled league matches for the season cannot re-grade to a team in a lower division for the remainder of that season.

The above regulation intends to prevent higher graded players from unfairly assisting lower league teams at the end of the season when promotion/relegations are being decided.

19.7 If a player registers for a new club during the season, they retain their number of games played in the league for the purposes of regrading. For clarity, if they register to a club with the first team in a lower league, they retain the number of games from the higher league.

19.8 Any National League player playing in WaiBOP Football competitions will be graded initially into their club's top side.

- 19.9 A Player who has not played for four consecutive weeks due to injury and has not played 75% of the scheduled league matches for the season for the team in which the Player is graded may play for the club's next adjacent team without being classified as a regraded player. Proof of injury may be required. For clarity, consecutive league matches are two (or more) league matches, played for one team, after one another in date order without playing for another team.
- 19.10 No player can be re-graded within their club following the conclusion of the season for the team in which the Player is graded. For clarity, this applies if the competition in which the Player is graded was not completed.

The above regulation intends to prevent higher graded players from unfairly assisting lower league teams after the higher graded team's matches have been concluded.

- 19.11 A player can only be re-graded once during any one week (Thursday to Wednesday), including Easter and Queen's Birthday weeks.
- 19.12 The Chatham Cup and the Kate Shepherd Cup are New Zealand Football competitions; therefore, WaiBOP Football re-grade rules do not apply.

APPENDIX TWO

FEDERATION YOUTH LEAGUES

1 ENTRIES FOR THE COMPETITION

- 1.1 This is the appendix to the competition regulations that govern aspects of play and procedure in the Federation Premier Youth U13, U14, and U16 Y-Leagues which are football competitions administered by Waikato Bay of Plenty Football Federation involving youth teams.
- 1.2 Teams entering into these competitions must be registered to a senior club however, both schools, or composite area teams that are not registered to a specific Senior Club, may apply in writing to the Competition Manager to enter a team. Written support to enter must be provided from all the Senior Clubs within their region. The Competition Manager will consider the effect of her/his decision on other existing clubs and the integrity of the competition and advise of her/his decision in writing.
- 1.3 Teams entering into this competition must apply and be selected by Waikato Bay of Plenty Football having met the criteria issued pre-season.

2 COMPETITION FORMAT

- 2.1 All Leagues must be conducted under the current FIFA regulations unless otherwise specified in these regulations.
- 2.2 Number of players per side – For all leagues, teams must have a maximum of eleven (11) eligible players on the field at any time and a minimum of seven (7) eligible players. Should any team fail to field seven (7) eligible players, whether through shortage or sending-off, they will forfeit the match.
- 2.3 Matches will have two halves. U16 halves will be 40 minutes and there will be a 10-minute half time break. U13 and U14 will be 35-minute halves and there will be a 10-minute half time break.

3 PLAYER ELIGIBILITY

- 3.1 All players must be registered for their club and marked CONFIRMED in the National Registration System for the current season with the participating Club and Waikato Bay of Plenty Football Federation. It is the club's responsibility to ensure the player is correctly registered with his/her team within the National Registration System and with Waikato Bay of Plenty Football Federation in the current season, prior to taking the field in any match.
- 3.2 Players are eligible to participate only under a club that offers a pathway to Senior Football (either through their club or via a formal link to another senior club) (subject to Point 1).
- 3.3 Players can only be registered to one club, so where a player is playing Junior football for a club, he/she cannot play youth football for a different club.
- 3.4 Players can only register for one team. If there are two teams from the same club in the same league, players can only play for the team for which they have registered.

3.5 In general, all players should play in their appropriate age-grade competition. Players must be the following ages:

U13 Federation Y-League – Turning 13 in 2023 (born 2010)

U14 Federation Y-League – Turning 14 in 2023 (born 2009)

U16 Federation Y-League – Turning 15 or 16 in 2023 (born 2008/2007)

However, it is recognised that player development is not linear, and it is therefore important that players are challenged appropriately irrespective of their age. Dispensation for players to play up or down one age grade as below.

- Fully accredited NZF TDP clubs will not be required to seek dispensations and will be able to place players in the age group that best suits their individual development requirements.
- The following dispensation rules will apply to Clubs that do not have 'NZF TDP' approval:
 - Each match day squad (max 16 players) must have at least 12 that are born in the appropriate age group. This provides the opportunity for a maximum of 4 players to be 'dispensated' (moved up 1 age group or moved down 1 age group).
 - The dispensated players can change at any time but the ratio must remain the same for each match. If you have a smaller squad, then that will reduce the number of dispensated players.
 - No other dispensations requests will be considered.
 - Clubs must provide a full list of potential 'Dispensated Players' to WaiBOP Football on the correct form prior to the start of the season. Any changes to the list must be signed off by WaiBOP Football at least 48 hours prior to match day.

- Please see Dispensation Appendix.

3.6 It is the club's responsibility to sight a copy of proof of age of players. Birth Certificates, Passport or other internationally recognised legal documents will constitute proof. The club is required to produce proof of age if requested by Waikato Bay of Plenty Football Federation.

3.7 Players can only be registered for one club at a time.

3.8 Home Grown Players - Home Grown Players are players that have been registered with a club or MOU club for two or more consecutive seasons prior to the current season. i.e for 2023 – registered to the club/MOU club in 2021 & 2022.

- A minimum of 10 players in each squad must have been registered with your club or MOU club for two or more consecutive seasons (i.e., for 2023 registered to the club/MOU club for 2021 and 2022 seasons).
- Only applies to players moving between Federation Y-League clubs, does not apply to players moving from community clubs to Federation Y-League clubs.
- The U13 league will require Home Grown players to have been registered to the club/MOU club for one prior year (2022) in 2023.

3.9 All Memorandums of Understanding (MOU's) must be lodged with WaiBOP Football.

4 START LISTS AND SUBSTITUTES BENCHES

4.1 Up to 5 substitutes may be named on the team card, with unlimited interchange of these players at any time in the match provided that:

- The player leaves the field completely before the substitute goes on.

- Substitutions are made during a break in play.
- Players always enter at the half-way line and leave from the nearest boundary.

- 4.2 Clubs must complete their online database of players prior to the commencement of competition. The Player List must include the full name and date of birth for each player.
- 4.3 Where Clubs want to add a player to a team after the season has started, details must be updated on the online database prior to the start time of the first competition match that the player is to play for the Club.
- 4.4 In the event of any protest or enquiry into player eligibility, the Team Player List and Team Card will be checked against the database. Teams found to have played an ineligible player will lose all points gained in all fixtures in which the ineligible player appeared and will incur a fine to the Club of \$150.

5 DEFAULTS

- 5.1 Defaults must be notified to Waikato Bay of Plenty Football Federation no later than 12.00 noon on the Friday prior to the game for Weekend fixtures and 12.00 noon the day before for Weekday matches. Clubs will be fined in accordance with the schedule of service costs and the defaulting team may be charged in full for the appointed Referee where Waikato Bay of Plenty Football Federation has not been notified in this time. **ANY team defaulting a match in the WaiBOP Federation Youth Leagues WILL incur a fine.**

6 MATCH BALLS

- 6.1 The home team will provide a size five (5) match ball for U14 and U16 Leagues. The home team will provide a size four (4) match ball for U13 Leagues.
- 6.2 For Federation Youth league games in 2023 the Official Match Ball must be used. The Official Match Ball for the 2023 season is a Nike Academy Ball. Teams must have three (3) such balls available on Match Day.

7 SHIN GUARDS

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

8 REFEREES

- 8.1 Where possible, the Federation will appoint a qualified Referee. Each Club will be invoiced per match, per official.
- 8.2 If there is no appointed official, the home team will provide a Community Referee (CR) with current accreditation to control the whole fixture. The referee controlling any part of the fixture has the same rights and obligations as an appointed official. **Each team must have a qualified Community Referee nominated as part of the team entry.**
- 8.3 The prime purpose of refereeing in these grades is to add to the enjoyment of the players through the application of the Laws of the Game, these regulations and common sense.

9 GOALS, MARKINGS AND SET UP

- 9.1 Matches in all grades covered by the regulations will be played on pitches that meet the NZ Football Youth Framework recommendations for size. The approved goals and marked grounds with corner flags must be supplied by the home team and must be in place before the scheduled kick-off time. Nets are compulsory for all league matches.
- 9.2 All grounds must be properly marked and 'Technical Areas' highlighted with markings or cones for each Y-League game.

10 COACHING

- 10.1 The minimum qualification requirements for coaches are shown below. These must be confirmed prior to entering your team for the 2023 season. Entries will not be accepted unless the appointed coach has completed the appropriate course.

WaiBOP Y-League - coach qualification minimum requirements for 2023

Age Group	Head Coach	GK coach
u13 Mixed	NZF Junior Level 2 or Youth Level 2	NZF GK Level 1
u14 Mixed	NZF Youth Level 2	NZF GK Level 1
u16 Mixed	NZF C Licence (attended course)	NZF GK Level 1

**Please note: You must have attended the Junior L1 or Youth L1 course prior to attending the respective Level 2 course.*

- 10.2 Each club entering a team(s) must have an appointed NZ Football Level 1 qualified Goalkeeper coach to work with their respective Goalkeepers at a minimum of one session per week through the season.
- 10.3 In line with the 'Player Centred' philosophy coaches must keep an accurate record of playing time per player to ensure that every player receives equal opportunity to play over the season. A copy of these records must be produced if requested by WaiBOP Football.
- 10.4 Coaches may only coach from the technical area. If a coach takes the field as a referee, he/she are not allowed to coach from on the field of play.

11 TEAM CARD/SHEETS

- 11.1 A completed Federation team card/sheet is to be filled out correctly by each team in a League fixture, listing the eleven (11) starting players and up to five (5) substitutes. Team sheets must be prepared and printed out from the National Registration System (Comet) and taken to the match.
- 11.2 If there is an appointed referee, completed team sheets must be handed to the referee prior to the commencement of the game. The referee will sign both sheets and hand them back to the respective teams after the game. Each team will sign the sheets and return them to the Federation by submitting them via the online form within 48 hours of the completion of the

match. Teams failing to send in the team sheet may incur a fine to the Club in accordance with the schedule of fees and costs.

- 11.3 If there is no appointed referee the team sheets are to be exchanged with the opposition at the end of the game, to be signed by both teams and the referee who completed the game and forwarded to the team's Federation office by submitting them via the online form within the timeframe listed above.
- 11.4 Each team is responsible for its own team card/sheet.

12 RESULTS

- 12.1 All results are to be submitted by individual Clubs via the National Registration database system online results system by 10.00am on the Monday following the weekend of the match or if midweek by 10.00am on the day following the match. Entering of results, team list and player information and statistics is the sole responsibility of the club.
- 12.2 Teams failing to input results in time may incur a fine to the Club in accordance with the schedule of fees and costs.

13 PLAYING DAYS AND TIME

- 13.1 All Federation Youth leagues will be played on Sunday unless approval is gained from WaiBOP Football to play on an alternate date. Kick-off will vary from 10am to 3pm depending on schedules, however generally 10am, 11am or 1pm. Postponed matches may be played on another day by mutual agreement of the two teams concerned and the Competition Manager.

14 MISCONDUCTS

- 14.1 Misconduct reports and Incident Reports must be sent to and dealt with by an offending teams' Federation as per New Zealand Football Regulations, except reports of Violent Conduct (including spitting) and Exceptional Misconduct, which will be dealt with by a Judicial Hearing organised by the Federation.
- 14.2 Reported verbal, written or electronic abusive comments against or criticism of match officials, made by a club, team official or player after the game while at the grounds or during after match speeches, may incur an automatic fine of \$250 to the offending club. Any further incident during the season involving the same club may result in a monetary fine of \$500 each instance.

15 PROTESTS AND DISPUTES

- 15.1 Protests and Disputes must be lodged in accordance with Federation Rules and Regulations to the clubs Federation.
- 15.2 Any protest must be made by the Club Secretary or another authorised officer of the Club, within 96 hours of the alleged breach. The protest must be in writing to the Competition Manager. All protests must be specific and in detail, setting out the full circumstances and including all relevant points. The Competition Manager reserves the right to disregard any non-specific or non-detailed protest.

16 POSTPONEMENTS

- 16.1 Any team with three (3) or more players away on Federation or NZF programmes will be entitled to request postponement of its game. Such requests must be received by Waikato Bay of Plenty Football Federation at least **seven (7) days** prior to the scheduled game.
- 16.2 Any team with six (6) or more players away due to Secondary School playing commitments for NZSS Tournament week, will be entitled to request postponement of its game. Such request must be received by Waikato Bay of Plenty Football Federation as early as possible but at least 2 weeks before the scheduled game.

17 OTHER MATTERS

- 17.1 These regulations must be read in conjunction with the appropriate NZ Football Rules and Regulations, Federation Rules and Youth playing regulations, Federation and NZ Football codes of conduct and FIFA Fair Play, which apply to matters not provided for in these regulations.

APPENDIX THREE

APPLICATION FOR DISPENSATION POLICY

1

1.1 A Club or School must apply to the Competition Manager of Waikato Bay of Plenty Football Federation using the correct dispensation form prior to any dispensation being granted.

1.2 The granting of any Age dispensation shall be at the absolute and sole discretion of Waikato Bay of Plenty Football Federation.

2 SENIOR MEN'S LEAGUES

2.1 Dispensation is required for male players who have not yet had their sixteenth birthday to play Senior Football.

2.2 Dispensation and parental consent are required for a player one year younger than the age limit for the competition.

2.3 Players aged 14 years or below will not be allowed to play in Senior Men's competitions, except in cases relating to clause 2.4.

2.4 Players aged 14 who are attending and involved in the New Zealand Football RTC Program may apply for dispensation. The normal dispensation process would apply and would also need to be endorsed by New Zealand Football.

2.5 Applications for age dispensation approval must be in writing on the relevant form. A club requesting dispensation must confirm that they have signed permission from the parent or guardian of the Player showing support for the dispensation request.

2.6 An approved dispensation must be notified to the Club by the Federation prior to the Player taking the field. Any Player requiring but having not received dispensation is ineligible to play.

2.7 A Dispensation form must be completed for all female players wishing to play in Men's competitions.

3 SENIOR WOMEN'S LEAGUES

3.1 Dispensation is required for female players who have not yet had their fifteenth birthday to play Senior Football.

3.2 Dispensation and parental consent are required for a player one year younger than the age limit for the competition.

3.3 Players aged 13 years or below will not be allowed to play in Senior Women's competitions.

3.4 Applications for age dispensation approval must be in writing on the relevant form. A club requesting dispensation must confirm that they have signed permission from the parent or guardian of the Player showing support for the dispensation request.

3.5 An approved dispensation must be notified to the Club by the Federation prior to the Player taking the field. Any Player requiring but having not received dispensation is ineligible to play.

4. FEDERATION YOUTH LEAGUES

4.1 In general, all players should play in their appropriate age-grade competition.

Players must be the following ages:

U13 Federation Y-League – Turning 13 in 2023 (born 2010)

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U16 Federation Y-League – Turning 15 or 16 in 2023 (born 2008/2007)

However, it is recognised that player development is not linear, and it is therefore important that players are challenged appropriately irrespective of their age. Dispensation for players to play up or down one age grade as below.

- Fully accredited NZF TDP clubs will not be required to seek dispensations and will be able to place players in the age group that best suits their individual development requirements.
- The following dispensation rules will apply to Clubs that do not have 'NZF TDP' approval:
 - Each match day squad (max 16 players) must have at least 12 that are born in the appropriate age group. This provides the opportunity for a maximum of 4 players to be 'dispensated' (moved up 1 age group or moved down 1 age group).
 - The dispensated players can change at any time but the ratio must remain the same for each match. If you have a smaller squad then that will reduce the number of dispensated players.
 - No other dispensations requests will be considered.
 - Clubs must provide a full list of potential 'Dispensated Players' to WaiBOP Football on the correct form prior to the start of the season. Any changes to the list must be signed off by WaiBOP Football at least 48 hours prior to match day.

1.8 Exceptions for consideration, outside the above criteria shall be limited to:

Physical Maturity: If a player is considered disproportionately above the average of physical maturity for his or her age (details shall be required).

Holistic Development: If a player is considered to exceed a significant number of attributes linked to the holistic four corner model of development as below:

- **Physical:** The Physical size, speed, power and endurance of the player and ability to cope at an older level.
- **Mental:** The capability to cope with greater levels of responsibility and independent decision making.
- **Social/Emotional:** The ability to manage/adapt to an older group in behaviours surrounding them on and off the field.
- **Technical/Tactical:** Effectiveness to continue to develop technically/tactically at an older age group.

REFERENCES

Senior Dispensation Form:

https://www.cognitofrms.com/WaibopFootball/_2023seniordispensationform

Federation Youth Leagues Dispensation Form:

https://www.cognitofrms.com/WaibopFootball/_2023FederationYouthLeagueDispensationForm