

## **RULES REGARDING THE CONDUCT OF THE JUNIOR CHAMPIONSHIPS**

### **Eligible Leagues**

*Any Victorian country based League will be eligible to participate in the Junior Championship provided that all participating players are currently registered with FA.*

*Other Leagues may be invited from time to time by the Association to take part in the Championship and provided that all participating players are currently registered with FA.*

### **Eligible Players**

*To be eligible for a particular age group, a player should become the age specified in the period of January 1<sup>st</sup> of the year of the Championship and December 31<sup>st</sup> in the same year.*

*No overage players will be allowed in any age group **(other than in girls' teams and with a maximum of 3 per team born in the October, November or December of the previous year that they are eligible for)**. The use of over age players in any other team will automatically disqualify that team from the Championships.*

*Players may be registered for the League that they represent or reside in or parents/ guardians reside within the Leagues boundary to play at a CLFA junior championships. Those players who are registered with the CLFA member, but do not reside in Victoria are to be nominated on the Match record prior to the start of each Championship.*

***Any player who is registered in a Metro/ NPL/ VPL based league, regardless of parent club will not be eligible. Any player who is registered in a non-Metro/ NPL/ VPL based league, regardless of parent club is eligible.***

*Proof of age must be available and can be requested by the Management Committee. Failure to provide documentation within thirty (30) days of such a request being sent to the players League will result in automatic disqualification of the players' team.*

### **Squad Membership**

*Each squad in age groups U/14 - U/18 shall comprise a maximum of sixteen (16) players. U/11, U/12 and U/13 squads shall consist of fourteen (14) players. All players will be nominated BEFORE the first game of the Championship, and no changes will be allowed to that list after the start of play in the first game of the Championship.*

*All teams will be required to record the following details of each player on the Match Record for that age group:*

- 1. Family name*
- 2. First name*
- 3. Date of Birth*
- 4. Contact Details – mobile OR Home address*
- 5. Player shirt number (this should not change during the Championship)*
- 6. The players registered FA ID number*



*Registered No. A 0053384 J*

*Any discrepancies or problems will be referred to the Disciplinary Committee for a decision.*



### **Colours and Playing Numbers**

All Associations shall register their colours with the Association, and must play in their registered colours.

In the case of a colour clash, then the away named team in the fixture shall be required to change to alternative colours.

All players are required to keep the same shirt number during the Championship.

### **Equipment**

All players' equipment shall comply with the laws of the game. FIFA Law 4.

All equipment used for the conduct of the game shall be provided by the host League.

All match balls shall be provided by the first named team:-

Match balls will be the following sizes:

1. For Under 11, 12 and Under 13 age groups, a size four (4) ball shall be used.
2. For all other age groups, a size five (5) ball shall be used.

Nets must be provided for all goal posts in all age groups. Corner flags must be provided for each playing field.

All playing areas shall be roped off (OR HAVE A PAINTED LINE) to indicate clearly to spectators the playing area. Spectators will not be allowed within this area.

Skins.

- A jersey or shirt with sleeves – if undergarments are worn, the colour of the sleeve must be the same main colour (or trim colour) as the sleeve of the jersey or shirt.
- Shorts – if undershorts (skins) are worn, they must be of the same main colour (or trim colour) as the shorts and not worn below the knee.

### **Insurance**

The insurance of players is NOT the responsibility of the host league or association. Players and/or participating Leagues are responsible for their own insurance arrangements.

### **Medical**

Any medical expenses incurred by any player, including any ambulance costs, are NOT the responsibility of the host league. Such costs are the responsibility of the individual player or that players own League. (This is a matter between players and their own League).

Each League may appoint a person to act as a medical adviser. Any such person will automatically be allowed to attend any injured player during the course of the game, with the referees approval and during a stoppage in play.

**[Any government - State/ LGA Covid requirements go here.](#)**

### **Players**

*Each non Miniroos playing team shall consist of not more than eleven (11) players and not less than seven (7) players on the pitch at a time. One of these players must play as a goalkeeper. For each non Miniroos age group, up to sixteen (16) players may be used in each game. Teams will be allowed to use these players on an interchange basis provided such interchanges are made during a stoppage in play, at the halfway line, and with the approval of the referee.*

### **Heat Policy**

*If the temperature is above 36 degrees:*

*Team officials and/or players will ensure that there is an adequate supply of fluid. Water should be available not only for drinking but also for wetting the face, clothes and hair.*

*Water bottles should be made accessible to players. Bottles are not to be thrown on to the field of play. Players may come to the side of the field and a water bottle can be passed to the player.*

*The match official - prior to the start of the game will convey to each team and ensure that - short hydration breaks are to be taken during each half of the game, the timing of which will be at the sole discretion of the referee. A stoppage in the game will be necessary for any hydration breaks.*

### **DisciplinaryMatters**

*Any player who receives two (2) yellow cards in the Championship shall miss the next match in which his/ her team plays. (Appeals against yellow cards (cautions) will not be accepted).*

*Any player sent off shall miss the balance of that match and the next match in which his team plays.*

### **Appeals.**

*Any player who wishes to appeal against a sending off may do so to the Disciplinary Committee. This Committee shall be convened as soon as possible.*

*The player will not be allowed to play until his/her appeal has been heard.*

*The Disciplinary Committee shall comprise at least three (3) persons from the member Leagues. The Association shall provide a Chairperson for this Committee. No member of the Committee shall be a member of or connected with the League of the person who is appealing.*

*Should the host League be a party to the appeal, the Disciplinary Committee will elect its own Chairperson.*

*The Disciplinary Committee shall have the right to increase any penalty, decrease any penalty, refer the matter to the Association's Management Committee, refer the matter to the player's own League, or take such action as it deems appropriate.*

**NO PLAYER OR PERSON SHALL BE THE SUBJECT OF ANY PENALTY BY THE DISCIPLINARY COMMITTEE WITHOUT THE OPPORTUNITY BEING GIVEN TO PUT THEIR CASE TO THAT COMMITTEE.**

*In addition to hearing appeals from players sent off during the championship, the Committee shall have the right to hear any matter brought before it by the Association Management Committee or by the host League regarding incidents during the Championships.*

**Misdemeanor by Leagues or by League Officials**

*Disciplinary action shall be taken against leagues and league officials who are reported for their conduct or any other misdemeanor which, in the opinion of the association, is in defiance of the Constitution and/or Rules of the Association, the Laws of the Game.*

*Any disciplinary matter, other than those specified above, shall be dealt with at a meeting of the association members OR by its appointed Disciplinary Committee – discretion of the association.*

**Match Results.**

**Match Points.**

*Three (3) points shall be awarded for a win, one (1) point for a draw, and no (0) points for a loss.*

**Table Positions.**

*Determined as follows: -*

- *Greatest number of points obtained in all matches,*
- *Goal difference in all matches,*
- *Greatest number of goals scored in all matches.*

*If two or more teams are equal on the basis of the three above criteria, their positions shall be determined as follows: -*

- *Greater number of goals scored in all matches between the teams,*
- *Drawing of lots by a CLFA Executive member.*

**Matches**

*The suggested minimum playing times shall be:*

1.	<i>Under 11</i>	<i>20 minutes each way</i>
2.	<i>Under 12</i>	<i>20 minutes each way</i>
3.	<i>Under 13</i>	<i>20 minutes each way</i>
4.	<i>Under 14</i>	<i>25 minutes each way</i>
5.	<i>Under 15</i>	<i>25 minutes each way</i>
6.	<i>Under 16</i>	<i>25 minutes each way</i>
7.	<i>Under 18 youth</i>	<i>30 minutes each way</i>

*Half times shall be a maximum of five (5) minutes duration. Referees shall add stoppage time in each half where and if appropriate.*



### **Championship Format**

*When there are seven or less teams in one age group, then the championship shall be held on a round robin basis, each team playing every other team in that age group. On the completion of the round robin, the highest placed team will be declared Champions, and the second highest team Runners-up.*

*When there are eight or more teams in any age group, the teams may be divided into two groups (based on previous year's performance). Teams will play each other and where possible will play in a 'Home & Away' basis.*

*The top placed team of Division A will play the 2<sup>nd</sup> placed team of Division B in the first semi final. The second placed team of Division A will play the 1<sup>st</sup> placed team of Division B in the second semi final. Both winners will then play each other in the Final for the Championship.*

*The U/11 miniroos shall participate under the Miniroos National Playing Format and Rules (attachment A). The teams' names will be drawn from a hat and split into two equal divisions. If unequal numbers of teams occur, the greatest number will be placed in Division A, the odd number will be placed in Division B. The teams in each Division will play each other (on a home & away basis) and the winners of each Division will play against each other in a final.*

**Finals** - *If, at the end of normal time a result is not reached, extra time of five (5) minutes each way (for U/11 and U/12) and **eight (8) minutes each way for all other age groups will be played.***

*If at the end of extra time, there is still no definitive result then both teams will **participate in a Penalty shoot out to determine the Championship for that particular age group.***

### **Trophies**

*The Association will provide a Championship Banner to each winning team.*

*Players (14 or 16) and officials (2) of the winning team will receive gold plated medallions.*

*Players (14 or 16) and officials (2) of the second placed team will receive silver plated medallions.*

*All other participants will receive a memento of the Championships.*

*NO INDIVIDUAL PLAYER may be awarded any trophy for individual performances during the Championships.*

### **Referees**

*Each member Association shall provide a qualified referee for each team they enter into a championship. Names and standards to be forwarded to the Association 'Referee Coordinator' a minimum of two (2) weeks before each Championship. **NOTE: Associations who fail to supply a qualified referee per team they enter will incur a fine of \$400.00 for each instance.***

### **Junior Representative Teams**

*Players named in these squads must be eligible to play for the CLFA and or Victoria.*

## **Appendix A**

### **Competition Guidelines 2023 – U/11, U/12 & U/13**

U/11, U/12 & U/13 CLFA Championship competition is played under FIFA Laws of the Game with modified rules to assist players in their development and also refine the transition to 11v11 football, these include:

*Goal Size: Height – 2m X 5m*

*Penalty Area: Width - 20m x Depth - 10m. Penalty spot is 7m from goal line.*

*The offside rule is included in the Under 11 (instructional) Under 12 and Under 13 competitions as it is an integral rule to the game of football.*

*9v9 on the recommended size pitch will help players learn the rule as there is no longer as much space between the halfway line and the opposition goals for the U/11 & U/12's. **The U/13 pitch size should be played between 18 yard boxes (of a full size pitch).** All teams shall consist of a maximum of 14 players with 5 players being utilised as interchange.*

**Penalties:** *In accordance with FIFA LOTG, a penalty kick will be awarded if a player commits a direct free kick offence inside their penalty area.*

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

**Goal kick:** *Goal kicks can be taken from anywhere within the penalty area. Opponents must be outside the penalty area until the ball is in play. The ball is in play once it is kicked and leaves the penalty area.*

**Throw ins:** *Player faces the field of play, has part of each foot on the ground either on or behind the touch line, uses both hands and delivers the ball from behind and over their head. The thrower must not touch the ball again until it has touched another player. The ball is in play once it enters the field of play. A goal cannot be scored directly from a throw in.*

**Corner kicks:** *Opponents must be at least 5 metres away from the ball until it is in play. The ball is in play when it is kicked and moves.*

**Discipline:** *Red or Yellow cards may be issued to players in U/11, U/12 and U/13 competitions.*

*For any fouls that would ordinarily result in a red card, the match official will instruct the player to leave the field of play for the remainder of the match, any player sent from the field of play may be replaced by another player at the time of the offence. In this instance, neither team will be required to play with fewer than 9 players.*

*For any offense that would ordinarily result in a red card for violent or offensive behaviour (i.e. R2 - Violent Conduct, R3 – Spitting, R6 - uses offensive or insulting or abusive language / gestures) the match official will be required to submit a misconduct report.*

END.