

Auckland Football Federation

AFF Pre-season Cup Regulations

2017



1 Tournament

- 1.1 These regulations are specific competition regulations governing aspects of play and procedure in a competition named The AFF Pre-season Cup, which is a three day preseason competition administered by Auckland Football Federation (AFF).
- 1.2 AFF reserve the right to amend or replace these competition regulations as applied from time to time. Any such amendment or replacement shall be notified by email or in writing to all relevant Clubs. The non-receipt by a Club of notice of such amendment or replacement will not invalidate the change.
- 1.3 Final decisions on interpretations of any part of these regulations shall rest with AFF. A decision by the AFF Competition Manager in regards to these regulations can be appealed to the Regional Association Disciplinary Committee as per the NZF Disciplinary Code.
- 1.4 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.
- 1.5 All matches shall be played in accordance with the FIFA Laws of the Game.

2 Organisation of the Tournament

- 2.1 Unless otherwise determined by these Regulations, the entire control and management of the Competition shall be vested in AFF. AFF shall have the power to do all other things necessary to ensure the progress of the Tournament through all its stages and may take appropriate action to bring about such results. All or any of the powers vested in AFF may be delegated to a nominee.
- 2.2 The Federation shall determine the number of teams that may compete in the Competition. The decision of AFF 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.

3 Entries for the Tournament

- 3.1 Each club wishing to compete in the AFF Pre-season Cup shall, on or before a date advised by the Competition Manager, confirm in writing their acceptance of an invitation to compete in said Tournament.
 - 3.1.1 Written confirmation is to be submitted on the AFF Pre-season Cup confirmation of entry form by the due date.
- 3.2 In the event of any Club not continuing in the Competition for whatever reason, then the filling of the consequential vacancy shall be determined by the Federation, which may in its sole discretion choose not to fill the vacancy.
- 3.3 Each club competing in the AFF Pre-season Cup shall pay the Tournament costs as directed by AFF

3.3.1 In the event of any Club not paying the relevant Tournament costs as required, then, without prejudice to any other remedies available to AFF, and at the sole discretion of AFF, the Club may be subject to:

- (a) Removal from the Tournament and, or;
- (b) The collection of unpaid costs being directed to a collection agency.

4 Disciplinary Matters

4.1 Disciplinary incidents will be dealt with in accordance with the NZF Disciplinary Code and the FIFA Disciplinary Code.

4.2 The Clubs, their Players and Officials, agree to comply with the FIFA 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.

4.3 In the case of youth competitions, players will be exempt from fines incurred as a result of receiving a yellow or red card. This waiving of fines does not apply in cases of exceptional misconduct where the Disciplinary Committee of the offending player's own federation may impose whatever sanctions it may feel appropriate.

4.4 In addition, the Players agree to:

4.1.1 Respect the spirit of fair play and non-violence;

4.1.2 Behave accordingly;

4.1.3 In the interests of competition integrity, refrain from doping as defined in the FIFA Anti-Doping Regulations.

Tournament specific

4.5 A player who receives two cautions during round robin play shall miss the next match in the Tournament

4.6 Any caution or suspension incurred during the round robin play will not be carried forward to finals day except in the case of NZF Disciplinary Codes R4, R11-R15.

4.7 Any caution or suspension incurred on finals day, shall be served in that tournament, except in the case of NZF Disciplinary Codes R4, R11-R15.

5 Equipment

5.1 Each Club shall inform AFF of playing strips (shirts, shorts, and socks) with two different and contrasting colours for its Club colours and alternate strip. In addition, each Club shall select two contrasting colours for goalkeepers. These goalkeeper strips must be distinctly different and contrasting from one another as well as

different and contrasting from the Club colours and alternate strips. A goalkeeper may, at the discretion of the referee, wear long pants, provided the colour of such pants does not conflict with the provisions of this regulation.

- 5.2 Each Club shall wear its home strip in their Home matches, and all other matches where there is no clash of colours with the Home Team. The named Home Team shall always wear their Home strip.
- 5.3 Where the strips of the two Clubs are alike or similar, the Away Team shall wear their alternate strip as long as that does not contain any of the basic colours of the Home Team and is approved by the Referee.
- 5.4 If, in the opinion of the Referee, a clash of colours will occur to the detriment of the match, the Referee may direct either or both Clubs to change or vary their strip.

Numbers

- 5.5 All participating teams must have numbered shirts.
- 5.6 Each Player shall wear the number assigned to them on the match teamcard.
- 5.7 Where shorts are numbered, the same 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(s) must be clearly legible and distinguishable from a distance for all Players, Match Officials, and spectators from the colours used for the respective playing equipment item.
- 5.8 There shall be no duplication of numbers within a team. The size of the number on the back of the shirt must be between 25cm and 35cm in height and positioned in the centre of the back of the shirt. The number must be entirely visible when the Player's shirt is tucked into the shorts. The stroke width of the figure of the numbers on the back of the shirt used by the Players must be between 3cm and 5cm.

Official Match Balls

- 5.9 AFF will provide match balls that comply with the FIFA Laws of the Game, Law 2 – The Ball

6 MATCH VENUES, DATES AND KICK-OFF TIMES

- 6.1 The Federation shall publish a fixture list on the AFF website including the match venues, dates and kick-off times for the Tournament. All matches shall be played on the dates and times as published by AFF, and shall not be varied without the prior written approval of the Federation.
- 6.2 The Competition Manager shall determine times, dates and grounds for any fixture in the AFF Pre-season Cup and shall have the right at all times to amend, postpone or cancel any fixture.

7 REFEREES

- 7.1 AFF shall take steps to appoint a referee and two assistant referees to all Tournament fixtures
- 7.2 Should a referee or assistant referee not be appointed to a match or if any official fails to arrive, then it shall be the responsibility of the home team to provide a Club Based Referee (CBR)
 - 7.2.1 A CBR must have a current accreditation (Federation CBR ID card with Membership number) to control the whole fixture, and;

7.2.2 Is required to wear a CBR shirt.

7.3 If the home team does not have a CBR and the visiting team does, then the visiting CBR shall control the fixture.

7.4 If in the event that a CBR is not available to referee, then;

7.4.1 A person appointed by the home team shall referee the first half and a person appointed by the visiting team shall referee the second half. Or;

7.4.2 Teams may agree that one referee shall officiate the whole fixture. Once agreed, the referee should not be changed during a half other than for injury or by mutual agreement of both teams management.

8 SUBSTITUTION RULES

Substitution Procedures

8.1 The procedure for substitutions shall be in accordance with the FIFA Laws of the Game.

8.2 Up to five (5) substitutes may be used from up to seven (7) named on the match teamcard, with unlimited interchange of players at any time in the match.

9 TECHNICAL AREA

9.1 All occupants of the Technical Area shall be recorded on the game day teamcard prior to the commencement of the match.

9.2 Only one person at a time may convey technical instructions from the Technical Area.

9.3 The coach and other officials must remain within the confines of the Technical Area except in special circumstances, for example, entering the field of play with the referee's permission to treat an injured Player.

9.4 The coach and other occupants of the Technical Area must conduct themselves at all times, in a responsible manner, and in particular refrain from using offensive, insulting, abusive language and or gestures.

9.5 The Referees shall monitor the Technical Area. Any breach may be sanctioned by the match official and reported by way of the match teamcard and / or NZF Incident Report Form to the Federation Competitions Manager.

9.6 For all matches, a maximum of nine (9) people are entitled to sit in the technical area during a fixture, being comprised of no more than seven (7) substitutes and no more than two (2) others. All occupants of the technical area must wear different coloured tops to those worn by the team they are associated with.

10 PLAYING OF FIXTURES

10.1 Matches shall consist of 2x equal halves of 20 minutes, with a half time period of no more than 5 minutes.

10.2 Clubs must take all reasonable steps to arrive at a match on time.

10.3 Teams shall have a maximum of 11 players on the field at any time and a minimum of 7 players.

- 10.4 Any team having nine (9) or more players present must be ready to commence its match within ten (10) minutes after the published start time. Any team that does not comply shall forfeit the match.
- 10.5 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.

Postponed Matches

- 10.6 In the event of a match being postponed due to any of the following AFF will make every effort to play the game at another time.
- 10.6.1 Aborted Travel arrangements
- 10.6.2 Adverse or unforeseen weather
- 10.6.3 Field of play conditions or;
- 13.5.5 Any other reason preventing the commencement of the game

Defaults

- 10.7 Any default will be recorded as a 3-0 win to the opposing team.
- 10.8 If both teams are deemed to have defaulted, a 'no result' of 0-0 shall be recorded with no points attached.

Suspended or abandoned matches

- 10.9 In the event of adverse weather conditions occurring during a match, where in the view of the Referee endangers the Players or Officials, the Referee may at their sole discretion suspend play for a period of up to ten (10) minutes to allow time for conditions to improve to a point where the match is able to recommence. Where weather/ground conditions preceding a fixture raise doubts as to whether play shall take place, the Competition Manager will decide if the ground is fit for play.
- 10.8.1 Due to tournament conditions, if the referee suspends play as per the above paragraph, the referee shall not stop the time from running and the game shall recommence with only the remaining time being played. (i.e. Play is suspended at the 25th minute for 10 minutes, play recommences at the 35th minute.)
- 10.10 Any match abandoned after kick-off, for any reason, the Competition Manager Upon review, may decide that:
- 10.10.1 The score at the time of the abandonment shall stand, or
- 10.10.2 The match shall be awarded to one of the teams as a forfeit win with a recorded score line of 3-0, or
- 10.10.3 The match shall be rescheduled by the Federation
- 10.11 If at least 30 mins play is reached in the match and the match is abandoned for any reason, the Competition Manager may deem that the score at the time of the abandonment shall stand.

11 ELIGIBILITY OF PLAYERS

11.1 A Player is eligible to play in the AFF Pre-season Cup provided that:

11.1.1 The Player is duly registered for their club and is marked active in Goalnet for the current season in accordance with the FIFA Regulations on the Status and Transfer of Players and NZF Regulations on the Status and Transfer of Players.

11.1.2 With the exception of a maximum of five (5) guest players

11.2 Players are eligible if they meet the following age criteria;

12.2.1 Boys – Born 1st January 2002 – 31st December 2003

12.2.2 Girls – Born 1st January 2001 – 31st December 2002

11.3 AFF Pre-season Cup for girls is restricted to female players only.

11.4 AFF Pre-season Cup for Boys may include female players.

11.5 Each Club shall be solely responsible for fielding only eligible players.

11.6 Any Club found guilty of fielding an ineligible Player for whatever reason will forfeit the match and shall be subject to the following penalties;

11.6.1 Fine

11.6.2 Loss of points where points were awarded

11.7 A team sanctioned with a forfeit is considered to have lost the match by 3-0. If the goal difference at the end of the match is greater than 3 in favour of the opposing team the result on the pitch is upheld.

Guest Players

11.7 A Guest Player is defined as a player who is not registered and active in Goalnet with the participating club in the 2017 season.

12 REGISTRATION OF PLAYERS AND TEAM MASTERCARDS

12.1 Club's must sight a copy of proof of age of the player, such a document to be a birth certificate, passport or other recognised legal document. The Club is required to produce proof of age if requested by AFF.

12.2 Clubs must provide one copy of their Team Mastercard to AFF on the approved Tournament Mastercard, authenticated by an official of the Club by the advised date prior to the commencement of the tournament. The Mastercard shall include for each player;

(a) the correct national identification number,

(b) given and family names as registered in the Goalnet database,

(c) date of birth,

(d) gender, and;

(e) email.

12.3 A Club can have eighteen (18) players submitted on the Team Mastercard, and up to five (5) of the eighteen (18) named may be guest players.

12.4 No player shall be permitted to take the field unless they appear on the valid Tournament Team Mastercard for the club.

13 MATCH TEAMCARDS

13.1 Each Club shall name a Start List on the match teamcard with a maximum number of 18 Players (11 selected Players and up to 7 substitutes) for each match and up to 2 staff.

13.2 Substitutes not so named on the match teamcard may not take part in the match. Any un-named player taking the field during the match results in the player being ineligible.

13.3 Each Club is responsible for ensuring that the match teamcard is completed properly, listing given and family names as recorded in the Goalnet database. Match teamcards should be handed to the referee no later than 15 minutes before the scheduled kick off, and that only the selected Players start the match.

13.3.1 The starting eleven may be adjusted in case of an injury during the warm-up, prior to kick off at the discretion of the referee.

13.3.2 The numbers on the Player's shirts and shorts if numbered must correspond to the numbers on the game day teamcard

13.4 The game day teamcard should be completed with

13.4.1 The score; and

13.4.2 goal scorers; and

13.4.3 any misconducts

13.5 The game day teamcard should be checked that details are correct before being signed by the referee and the home and opposition teams and returned to the tournament organisers.

14 COMPETITION FORMAT

14.1 The Pre-season Cup shall normally be played in a format including group play and finals, in both the boys and girls divisions.

14.1.1 Boys Competition - At the end of group play the four (4) teams with the highest points from each group will advance to the quarter finals stage. The four (4) winning teams shall advance to the semifinal stage, and the two (2) winning teams will compete in the final, with the winner of the game being declared as the champions, with the loser of the match being declared as runner ups.

14.1.2 Girls Competition – After the final round of group play, the team with the highest number of points will be declared as the winner of the competition, with the next highest team being declared as runners-up. Where two or more teams are tied for either of these positions, the final ranking shall be determined according to section 14.4 of these regulations.

- 14.2 Three (3) points are awarded for a win, one (1) point for a draw, Nil (0) points for a loss.
- 14.3 No extra time shall be played during the Competition in the case of a drawn match between teams.
- 14.4 The results of Tournament matches will be recorded in a competition table. The final ranking of each Club shall be determined as follows:
- 14.4.1 Greatest number of points obtained in all matches;
- 14.4.2 Goal difference in all matches in the particular competition
- 14.4.3 Greatest number of goals scored in all matches in the particular competition.
- 14.5 If for any reason the competition cannot be completed within the required time-frame the Competition Manager may close the Tournament and declare the final placings at their sole discretion.

15 FINALS REGULATIONS (BOYS COMPETITION)

- 15.1 Match length of the Quarter Finals, Semi Finals, and the Final of the Boys competition will be 2x equal halves of 20 minutes, with a half time period of no more than 5 minutes.
- 15.2 Where no winner has been found after the full period of 40 minutes, a winner shall be decided via kicks from the penalty mark, which are to be conducted as per FIFA regulation.

16 INTELLECTUAL PROPERTY

- 16.1 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.
- 16.2 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.
- 16.3 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.

17 CODE OF CONDUCT AND OBLIGATIONS

- 17.1 No person is entitled to bring the NZF, the Federation, the game or any related issue into disrepute. In particular, coaches and Players are not entitled to communicate negative comments, including the use of social media, which results in such disrepute. Any person who breaches this clause will be liable to a fine and/or appropriate sanction at the sole discretion of NZF or the Federation, as appropriate.

SCHEDULE 1 - AFF Pre-season Cup – 2017 FEES AND FINES

1 Entry Costs Boys

- 1.1 \$100 non refundable tournament entry fee. Due by February 3rd 2017 to confirm entry.
- 1.2 \$450 Remaining tournament cost. Due by February 10th 2017.

2 Entry Costs Girls

- 2.1 \$100 non refundable tournament entry fee. Due by February 3rd 2017 to confirm entry.
- 2.2 \$450 Remaining tournament cost. Due by February 10th 2017.

3 Playing Ineligible Players

- 3.1 As per the NZF Regulations on the Status and Transfer of Players there will be a loss of match points. A fine of \$250.00 (no GST) per player may also apply for each offence.