



# SOLIHULL LITTLE LEAGUE JUNIOR FOOTBALL

*(a member of the National Little League Association, a registered charity)*

## Rules and Regulations October 2014

### **1 Teams**

- 1.1 Each team is made up of nine players at any one time.
- 1.2 Teams must only play players in their named squad of up to 11 players held on the central player register managed by the League Secretary.
- 1.3 Players can under no circumstances be recruited by team managers directly into their own team. All new players (i.e. not already allocated to a team) should complete a registration form and hand it to the League Secretary. The League Secretary will maintain a waiting list. The date a player is deemed to be on the waiting list, is the date the League Secretary receives the completed registration form. When a vacancy becomes available in a team, they will be allocated the first available player on the waiting list.
- 1.4 In order for a valid match to take place each team must have six or more players. If a team can't field six players, then the game will be classed as a "friendly", no league points will be awarded and players from other teams may play, to make the teams up to 9 a-side. If the fixture list permits, the match will be replayed. However, if the fixture cannot be replayed, the opposing team will be awarded a 2-0 victory.
- 1.5 If a team has less than nine players at the start of a match, then the opposing team must also reduce their starting team to match these numbers. If a team needs to reduce their numbers, the team manager has the option to use roll-on/roll-off subs. However, rule 2.4 which states that each player must play at least half a match still applies. If the roll-on/roll-off subs option is to be utilised, then the opposing manager and the referee should be informed before the commencement of the match.
- 1.6 In the event of a team having reduced numbers, the opposing team manager and referee should be informed asap, but at least 10 minutes before the scheduled kick-off.



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## **2 Substitutes**

- 2.1 Substitutions should only be made at half-time unless there is an injury. If a substitution is made because of injury, then that player must stay on the field of play for the remainder of that half.
- 2.2 If a player is substituted in the first half through injury, then they should not play in the second half unless the manager decides they are fit to play some further part in the match, then they may come back on during the second half but may only replace a player who has played the whole match up to that point. **N.B.** we have a duty of care to the players and the manager should assess if the player is fit to play and not just take the word of the player. The referee has the final decision if the player is allowed back onto the field of play.
- 2.4 All Players should play at least half a game.
- 2.5 Substitutions should be shared fairly throughout the squad. However, the expectation is that Year 6s are substituted more than Yr 7s & 8s. Wherever possible, a player should not be substituted in consecutive matches and **must not be a substitute on a regular basis.**

## **3 League Table**

- 3.1 Two points are awarded for a win and one for a draw.
- 3.2 Where two teams are level on points the head to head points record from the matches between the teams will be used to decide which team is placed higher. If the teams have an equal head to head record then the overall number of goals conceded will be used to decide which team is placed higher.

Where three or more teams are level on points the head to head points record from all the matches between the teams level on points will be used to decide which team is placed higher. If any teams have an equal head to head record then the overall number of goals conceded will be used to decide which team is placed higher.



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## **4 Match**

- 4.1 Each match is made up of two halves of 25 minutes.
- 4.2 Goal kicks should be taken from the edge of the goal box.
- 4.3 Penalties should be taken from the edge of the goal box. The referee should make their own judgement of the distance players should be away from the player taking the penalty-kick.
- 4.4 Free-kicks, opposition players should be at least 7 yards away from the player taking the free kick.
- 4.5 The team manager should ensure that all spectators remain behind the Respect barriers.
- 4.6 There is no "technical box" for Managers and Assistants, but they should remain behind the touch line and refrain from encroaching onto the pitch.
- 4.7 To allow the Assistant Referee to accurately assess when the ball has gone out of the field of play, Team management should not encroach onto the field of play. Persistent offenders will be asked to stand behind the Respect barriers.

## **5 Competitions**

- 5.1 There are two league competitions; Autumn League and Winter League, where each team plays every other team twice (unless the SLL Committee makes a change to this due to un-played fixtures).
- 5.2 There are two cup competitions; the Pat Duke Memorial Cup (this usually takes place after the Autumn League has concluded) and the Spring Cup (normally played after the completion of the Winter League). The format of these competitions may vary due to fixture congestion.
- 5.3 In the event that the score in a Cup Final is even after normal playing time of 50 minutes, then there will be a further period of play. This extra time will amount to 20 minutes, 10 minutes each way. If the score is still even after this extra time, then the final will be decided on penalties.



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## **6 Code of Conduct**

- 6.1 All players, parents and managers should adhere to the League's Code of Conduct and the FA's Respect Code of Conduct at all times. This can be found in the League Documents section of the League's.

## **7 Discipline**

- 7.1 Please see the separate Disciplinary Code. This can be found in the League Documents section of the League's website.