

**Monmouthshire Junior
Association Football League**



Affiliated to The Gwent County Football Association

**Handbook and Official Rules
Season 2023-24**

Monmouthshire Junior Association Football League

Officers & Committee 2023-24

PRESIDENT:

Mr R Morley

LIFE MEMBERS:

Mr R Morley, Mr H Wills, Mr M Harbinson, Mr D Harris

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VICE CHAIRMAN:

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GENERAL SECRETARY

Mr D Harris,
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TREASURER:

Mr D Harris

FIXTURE SECRETARY

Mr L Parsley

ACCREDITATION SECRETARY & COMET CHAMPION

Mr L. Parsley

SAFEGUARDING OFFICER

Mr. S. Mansfield

DATA PROTECTION OFFICER

Mr D Harris

Other Committee Members

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JUNIOR CLUBS & SECRETARIES SEASON 2023-24

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Section A: CONSTITUTION

1. TITLE

The league shall be known as The Monmouthshire Junior Association Football League.

2. AREA

League area will be the area of the current Monmouthshire County Council.

3. OFFICERS AND MANAGEMENT COMMITTEE

For the purposes of this rule the League Management Committee is known as The Executive Committee.

i. MANAGEMENT

The league shall be managed by the Executive Committee to consist of Life Members, Chairman, Vice-Chairman, Treasurer, Fixture Secretary, Registration Secretary, General Secretary, Safeguarding Officer, President, Vice-President.

ii. ELECTION

All officers and Executive Members shall be elected every two years at an Annual General Meeting. Members of the Council, who have served 15 years on the Council, not necessarily continuous, shall be eligible for election as Life Member of the League with full voting powers. At no time shall the number of Life Members exceed 5.

4. ANNUAL GENERAL MEETING

The league will hold an Annual General Meeting during June every year. The League Secretary will give a minimum of 21-days' notice of the date of the Annual General Meeting to member clubs.

5. SPECIAL GENERAL MEETINGS

The League Secretary shall convene a Special Meeting at any time by order of the League Management Committee and/or by requisition of two thirds of the clubs in membership of the league. Such requisition to be given in writing to the League Secretary. Special General Meetings shall take place as directed by the League Management Committee.

6. REPRESENTATIVES AT ANNUAL AND SPECIAL GENERAL MEETINGS

Each club in membership of the league may send two representatives to the Annual General Meeting or Special General Meeting but each club will only be entitled to one vote on any issue. Clubs not represented at their Annual or Special General Meeting will be fined as per the League Management Committee decides.

Clubs who owe fees or fines to the league or to the Gwent County Football Association or clubs under suspension for any reason shall be allowed to attend the Annual or Special General Meeting but shall not be eligible to vote.

7. AFFILIATION

All Clubs must be affiliated to the Gwent County Football Association. This must be completed by clubs on the COMET system.

8. LEAGUE ENTRANCE FEES AND DEPOSITS

The League may charge an entrance fee for each team accepted into the league. The team entrance fee to be fixed by the League and paid by clubs on the COMET system by date set each season.

Section B: LEAGUE RULES

1. COMPETITION

The League will operate divisions, based upon demand, and will also have joint league with the Newport Junior League

- a. Competitive Football (11-a-side) - Under 14, Under 15 and Under 16.
- b. Competitive Football (9-a-side) - Under 12, Under 13
- c. Where the Leagues decide to play at two-year age groups then divisions shall be Under 12, Under 14 and Under 16.
- d. Non-Competitive Small-Sided Football - Up to Under 11.

The number of clubs accepted into each division shall be at the discretion of the League Management Committee. All players must be under the age as defined by the division on the 31 August at the commencement of the season.

In normal circumstances, the league will run 1 division at each group with teams playing each other twice on a home and away basis, with championship points awarded as below. The League has the discretion to vary this where circumstances require it. That is where there is a very high or very low demand for entry into a particular division. In such cases the league will notify member clubs of how the competition winners and runners up are to be determined before the commencement of the season.

For competitive matches championship points will be awarded as follows:

- i. Win - Three (3) points to the winning team
- ii. Drawn Matches - One (1) point to each team

The team having the greatest number of points in a division shall be declared winners of that division and the team with the next greatest number of points shall be declared runners-up. In the event of two, or more, teams in the same division having the same number of points then the league shall arrange play-off games to determine the division winners and runners up. Goal difference shall not be counted.

2. CLUBS APPLYING TO JOIN LEAGUE

The League will only accept applications from clubs based within the area of the league as defined in Section A: Constitution.

Clubs from outside of a league area applying to join that league will not normally be allowed to do so except in exceptional circumstances. The Gwent County Football Association may only approve such applications.

Clubs must provide a current Gwent County Football Association Affiliation number.

3. CLUB DETAILS

Within 14 days of their acceptance into the league each club shall forward to the League Secretary full details, including name, address and telephone number and Email address of club officials.

4. CLUB COLOURS

Each club will Registered teams' colours onto the COMET system.

No club will be allowed to play in black or navy shirts. If there is a clash of colours, the away team must change.

Goalkeepers shall play in colours distinct from members of both teams.

5. CLUB GROUNDS

Each club in the League shall register its ground with the League.

The League will not be responsible for the safe custody of the club, players, or officials' property. When in any dressing accommodation whether hired to the club or the League, it is the responsibility of the club, person or official concerned.

6. WITHDRAWALS

Teams withdrawing will be liable to a withdrawal fee not exceeding £50.00. The withdrawal fee applies to all age groups including Small sided teams (Minis)

7. FIXTURES

All league fixtures will be arranged by the league. Matches played without the consent of the league will be declared void and the League Management Committee will deal with the offending clubs.

In all cases league and cup matches shall take precedence over friendly games.

8. PLAYER REGISTRATION

All players must be registered by their club on the Football Association of Wales COMET System and have had issued a digital FAW registration card and COMET ID before they can play in the Monmouthshire Junior League.

COMET registration cards for players and coaches MUST be available for inspection at all league and cup games.

Players are registered to the club for life unless deregistered or transferred. The registration period is the 1st June to the last Thursday in March inclusive.

Clubs are responsible for ensuring that a player is free to register for them and is not under suspension.

Players must reside within the area of the Gwent County Football Association subject to the FIFA rules concerning players living within 50km of a Country's external border i.e. Wales/England.

The player is not deemed registered until the player has received an electronic registration and COMET ID from the FAW. It is the club's responsibility to make sure they have enough player registered to fulfil any league/cup fixtures.

In competitive age groups, where a club enters two, or more, teams in one division then, for the purposes of player registration, the teams will be treated as separate clubs and players may register and play for one team only. As such, players may only be listed on one team roster on COMET.

Any player wishing to move from one club's team to another within the same competitive age groups must apply to the league secretary for a transfer.

All Clubs/Teams must fill in the team roster on the COMET system before the start of the season, players can be added to roster during season.

Under 12s and under 13s can only have a maximum of 20 player registered on team rosters and only take maximum of 18 players to any fixture. Under 14s, 15s and 16s can only have a maximum of 25 players registered on team rosters and only take a maximum of 18 players to any fixture.

Clubs playing a player who is not registered with the COMET system will be charged with playing an ineligible player.

Players can only register for ONE TEAM irrespective whether the team plays in a competitive age group/division run by the parent league or a joint division with another league. This also applies when the age group competition is split into two divisions by either the parent league or a joint competition with another league.

9. REGULATIONS AFFECTING PLAYERS UNDER THE AGE OF 16 ON 31st AUGUST AT THE COMMENCEMENT OF EACH SEASON

No player may play senior football until their sixteenth birthday. Note that rule applies until the end of the season in which the player is 16.

When a player reaches the age of 16 he/she may register for a jointly affiliated senior team in the pyramid system and continue to play for his junior team. This will apply until the end of the season in which the player reaches 16. Any player wishing to play senior football for any other club will not be able to continue playing junior football

Players wishing to play senior football must register in accordance with the FAW COMET system and the rules of the senior league in which the player wishes to play.

10. TRANSFER OF PLAYERS

Players wishing to transfer between clubs must comply with the COMET approved transfer process.

Players wishing to transfer between junior teams (U12 to U16 age groups) within the same club shall complete a league transfer form, which is available from the League Secretary at a cost of £5.00.

Players are only allowed two transfers per season.

No transfer applications will be considered after the last Thursday in March

Note: Where a player holds kit belonging to, or owes monies to, or is in any way in dispute with the existing club, then clubs must enter such details on the further information/notes section within the COMET transfer registration process. The FAW will take such comments into account when determining whether the transfer is to be allowed or refused.

11. DURATION OF SEASON

The League shall determine the start and end of the season within the period laid down by the Football Association of Wales.

12. DAYS AND TIMES OF KICK OFF

The Leagues will notify clubs before the commencement of each season notifying days and times of kick offs.

Sundays

- The scheduled kick-off time for under 12s is 11:00am
- The scheduled kick-off time for under 14s is 12:30pm when played on Monmouthshire home grounds, or 2:00pm if played on Newport home grounds.
- The scheduled kick-off time for under 16s is 2:00pm on Sundays.

Midweek games in September and April

The scheduled kick-off time for games is 6.15pm on Fridays. Kick-off on an earlier date (e.g. Thursday, Wednesday, Tuesday, or Monday beforehand) maybe required if there is ground congestion, which is subject to agreement with the opponents and the league.

Variation of days and kick-off times

Clubs wishing to kick off a league fixture at a different time and/or an earlier date must apply to the League Secretary in writing, 7 days prior to the date of the match concerned. In case of one club objecting then the fixture will be played at the time notified by the league as above.

Explanation of kick-off times, bringing games forward and reversing games

1. No club can rearrange a fixture for a later date. A postponement application is required, and if accepted then the league will rearrange the fixture.
2. Bringing games forward does not require a postponement application, but it does require sanction from the league (see variation of days and kick-off times above).
3. Clubs may request to kick-off at a different time on a Sunday or play the fixture on an earlier date (e.g. Saturday morning). For instance, where there is ground congestion. This is subject to agreement with the opponents and needs sanction from the league.
4. A club may wish to request a reversal of a league fixture to the opponent's ground subject to agreement with the opponents and the sanction of the league. The reciprocal away fixture will be reversed as well. Note, cup games are automatically reversed if a ground is unavailable or unfit to play.
5. Scheduling of mid-week dates to Friday allows extra flexibility to kick-off on earlier dates for midweek games should this be required. This is subject to agreement with the opponents and the sanction of the league.

Note: Teams of clubs affiliated to the Monmouthshire junior league who are playing in the Newport and District Junior Youth League will be subject to their rules.

13. REFEREE & ASSISTANT REFEREES

Referees in all matches for all divisions when available will be appointed by the League. Referees appointed by the League must accept or reject within 48 hours. This process is carried out on COMET. The Gwent County Football Association will determine the referee's fee and expenses. The home and away club will equally share the payment of the referee's fee and expenses. Clubs will be notified if a referee has been appointed.

Where the League has not appointed a referee, or the appointed referee fails to turn up for the game, the home club will appoint a suitable person to referee the game. This person needs to have a DBS validated through the FAW that has not expired, and hold a COMET registration card and COMET ID.

Explanation - Match Day Procedure for Club Referees and Assistant Referees

To get the most effective use of club referees and assistant referees, the following procedure should be adopted:

- a) Home team must appoint a suitable person to act as referee, if one is not appointed by the league. **They MUST have an FAW validated DBS that has not expired and FAW/COMET ID.**
- b) Both teams must appoint a suitable person to act as assistant referee who must not be changed without informing the referee
- c) These three persons are then acting on behalf of the Gwent County Football Association
- d) **The referee must acquaint himself/herself with the assistants**
- e) The referee must not start the game until he/she has satisfied him/herself that the assistants are in position
- f) **The officials must take a zero tolerance to foul and/or abusive language.**
- g) **Any player using foul and/or abusive language must be sent from the field of play immediately and reported via the COMET APP**
- h) **Any manager/coach that uses foul and/or abusive language must be removed from the field of play** and the game must not restart until the said person is back in the changing rooms or well away from the pitch. The person must be reported to the Gwent County Football Association.
- i) **All reports from referees must be submitted online**
- j) Any official not adhering to the above will not be allowed to officiate in any further games and clubs will be charged with misconduct
- k) The only reports that will be accepted are from the referee and/or the club
- l) No reports will be accepted from parents or spectators
- m) **The COMET registration cards of all players and all Coaches must be available for inspection at each match** otherwise clubs may be fined as directed by the league
- n) The only individuals allowed inside the buffer zone are COMET registered players named on the team sheet and COMET registered coaches and 1st aiders listed on the Club accreditation workbook

No game to be postponed because of the lack of a referee. If a game is not played because no referee is available then the league, at its discretion, may charge the home club with breaking a fixture.

If the league does not appoint assistant referees, then both the home and away clubs will each supply a suitable person to act as assistant referee. The home club shall be responsible for supplying flags for both assistant referees.

The role allotted to Assistant Referees is to signal WHEN the ball is ENTIRELY over the touchline, and to indicate WHICH side is entitled to the throw-in, subject always to the decision of the Referee.

14. NOTIFYING OF HOME GROUND

The nominated home ground for a game is listed on COMET for each fixture. The Home Club must notify the visitors and referee (if appointed) by email, text or by telephone at least 72 hours preceding the match, confirming details of the arrangements.

When email or text is used clubs MUST check that there has been a response from the opponents. Clubs failing to confirm will be fined the sum of £15.00 for the first offence and at the discretion of the League Management Committee for subsequent offences.

In the event of non-receipt of notification, the opposing club and referee to obtain the information and submit a report to the League Secretary.

Non-receipt of notification will not be accepted as an excuse for not playing the match.

15. COLOURS

Teams must not play in black. The Away club to change in the event of a clash of colours, except where the home club intends to play in colours not registered with the league. In such cases the home club shall change. Teams may only play in colours approved by the League.

16. DURATION OF COMPETITIVE MATCHES

UNDER 15s and UNDER 16s: - 40 minutes in each half.

UNDER 12s,13s and UNDER 14s: - 35 minutes in each half.

17. THE BALL

The home team will be responsible for supplying the match ball which should be in good condition, the size should be as follows:

UNDER 12s and 13s, Size 4

UNDER 14s, UNDER 15s & UNDER 16s - Size 5

Failure to provide a ball of the size required will result in a fine the sum of £10.00.

18. CORNER FLAGS & NETS

These must be provided and erected by the home club. Nets and corner flags to be in accordance with the laws of the game. Clubs not providing or erecting nets and corner flags will be fined the sum of £10.00.

19. SUBSTITUTES

A Club may, at its discretion, use a substitute player at any time in a match for any reason except to replace a player who has been suspended from the game by the Referee. The substitution can only be made when play has stopped for any reason, and only after the referee has given permission.

**Up to Seven named substitutes are allowed in all competitive age groups .
Substitutes must be named in the team line-up prior to kick-off.**

A player who has been substituted himself/herself becomes a substitute and may replace another player at any time subject to the substitution being carried out in accordance with Law 3 of the Laws of Association Football.

20. LATE STARTS

The referee is to report clubs responsible for delaying the start of the game to the League Management Committee. Clubs deemed responsible for the late start will be fined the sum of £15.00 for the first offence, £20.00 for the second offence and up to £25.00 for subsequent offences.

21. RESULTS/MATCH REPORT/TEAM LINE UP

- a) For Under 12s to Under 16s age groups fixtures, must SELECT and CONFIRM their team line-up on the COMET APP at least 20 minutes before kick-off.
- b) Players can only be selected from the team roster.
- c) Clubs MUST only confirm line-up on the day of the match. Any club/team who confirm team before the day of the match will be fined £20
- d) Both clubs involved in each scheduled fixture are responsible for submitting their team line up. Teams who fail to submit their team line on the COMET APP at least 20 minutes before the kick-off will be fined £20.

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Match day processes and COMET

- Select your team line-up on COMET APP and submit them as per COMET rules so the opposition and league can see them.
- Home side is responsible for starting and stopping the match timer. If the match timer is started early, then the following link shows how to correct or reset it:
- <https://COMETsupport.faw.cymru/clubs/com>
- It is not a requirement to enter goal-scorers, goal times or assists on Live Reporting. The only things that have to be entered are red and yellow cards. This will make things considerably easier for teams pitch side - especially when the weather deteriorates, or venues with bad mobile signal coverage.
- At the end of the game the home side enters scores as follows: 1-0 for a home win, 0-1 for an away win, 1-1 for a score draw. **NO OTHER SCORES ARE TO BE ENTERED.** This is because COMET cannot switch off goals scored, conceded or difference in league tables. This is contrary to junior league rules where goal difference does not count on league tables.
- Once the score has been entered the home side can tap the Full-Time button.
- At some point after the score has been reviewed the match status will be changed by the League competition manager to PLAYED and the result will then go onto the League table.
- Only an official referee or the Competition Manager can change the status to PLAYED.

Home Clubs must enter the result of the game on COMET straight after the game and no later than 2 hours from the termination of the game. Clubs not complying will be fined the sum of £15.00.

Please note a maximum of 18 players can be selected from the roster for the match day team line-up in all competitive fixtures.

22. CAUTIONS AND SENDING'S OFF

All Cautions and Sending off must be reported on the COMET APP by the Referee. The home club shall be responsible for ensuring that any club referee appointed reports the

matter as above.

23. POSTPONEMENT OF FIXTURES

If a postponement of any league fixture is required, application must be made in writing and be in possession of the League Secretary, at least 7 days before the match is to be played. A fee of £15.00 will be charged for competitive and Small-Sided fixture postponement. **The unavailability of a qualified person is not classed as a reason to postpone a fixture.**

The League Secretary will then notify both teams of the postponement, if agreed to. This rule will not apply when pitches are declared unfit for play.

If a club's players are selected to play in a fixture for the Gwent County FA representative side, then the club can ask for a postponement of their fixture if two or more of the club's outfield players are selected or the club's goalkeeper.

24. POSTPONEMENTS DUE TO INCLEMENT WEATHER

In the event of a postponement of a league fixture due to inclement weather the home club to notify visitors, referee, and the League on the day of the match. **Both Clubs must telephone or email the League Secretary/Fixture Secretary as soon as a decision is made.**

25. BREAKING A FIXTURE

Clubs charged with breaking a fixture shall be dealt with by the League Management Committee. The offending club shall have up to three (3) points deducted from their total of points and fined as directed by the Management Committee. They will also be liable for any costs incurred by their opponents.

The offending club shall be fined the sum of £35.00 for the first offence and £45.00 for the second offence. A Club committing a third offence will be liable to such disciplinary action the Management Committee may determine, including expulsion from the League.

In all cases the game will be either rescheduled or awarded to the non-offending club as determined by the League Management Committee.

Where only one team turns up for a scheduled fixture that team and the referee (if appointed), shall wait at the ground until 30 minutes after the scheduled kick off time. If the opponents do not turn up during this period, the team may then accept that the fixture will not be played, and they may leave the ground. They must immediately report the matter to the league by telephone and confirm all details in writing within three days. Non-receipt of such reports not to prevent the league taking action if it deems the fixture has been broken.

26. TEAMS LEAVING THE FIELD

This is covered under the rule for Abandoned Games. Refer to Rule 31.4

27. INELIGIBLE PLAYERS

Any club playing an ineligible player in a competitive game shall be dealt with as follows:

- a. **When the winning team plays an ineligible player:** The match shall be awarded to the non-offending club and this result will be recorded as 1-0.
- b. **When the losing team plays an ineligible player:** The result of the game will

stand and the goals scored by the losers shall be disallowed.

- c. **In drawn matches where one club plays an ineligible player:** The match shall be awarded to the non-offending club and the result will be recorded as 1-0.
- d. **When both teams play an ineligible player:** The match shall be declared a 0-0 draw and no points shall be awarded.

In all cases clubs will be liable to fines and expenses as the Executive direct.

The defaulting club shall pay such expenses of opponents as the league direct and shall be fined a sum not exceeding £50.00.

Any player taking part in a match in which he/she is not eligible, shall be reported to the Gwent County FA. He/she is also liable to have his registration cancelled at the discretion of the League Executive Committee.

28. SEARCH OF REGISTER

Should doubt arise as to the eligibility of any player, the League Secretary will give such registered information as necessary, or required, on payment of a fee of £20.00 per player. All applications will be made in writing and must be accompanied by the fee. This will not constitute a protest, which should be made in the usual way. Frivolous requests being proved, fee will be retained.

29. PROTESTS

Protests must be lodged with the League Secretary by Email within 7 days of the match to which they ref to, the club must pay a £25 protests fee into the leagues bank account, if the Committee deem the protests frivolous, the fee will be forfeited.

The protest must be confined to the infringement of rules contained herein. The club protesting must provide all necessary evidence to support their protest – this to include all statements which must be in writing. Such statements must bear the name and address of the person making the statement and must be signed. Such persons must be prepared to attend any hearing as required. If individuals are referred to in the protest their full names must be given.

30. CONDUCT

The League Management Committee shall have powers to deal with any offending club or clubs on infringing the rules contained herein. **The Gwent County FA will deal with all cases of misconduct by clubs, players, officials or spectators.** All offending clubs will be invited to attend disciplinary hearings.

31. ABANDONED GAMES

31.1 - CAUSED BY LATE START:

If a late start is the cause of a match being left unfinished, the League Management Committee shall determine if the result at the time the match finished shall stand.

31.2 - CAUSED BY INCLEMENT WEATHER:

When a match is abandoned due to inclement weather, the League Management Committee shall determine if the result at the time the match finished shall stand.

31.3 - CAUSED BY MISCONDUCT OF A CLUB(S):

Any match abandoned by the Match Official due to indiscipline of a Club or Clubs must be reported by the match Official to the Gwent County Football Association with a copy

of the report sent to the League Secretary. The Gwent County Football Association shall issue a charge of misconduct to the offending club/s. The Gwent County Football Association shall inform the League of the outcome of the Disciplinary Hearing. Any Club found guilty by the Area Football Association of having caused the abandonment of a match may have up to three (3) points deducted from its League record by the League Management Committee. Furthermore, the League Management Committee shall determine the result of the match as they deem fit or have the match replayed. If both Clubs are found guilty by the Area Association, the League Management Committee may at its absolute discretion declare the match VOID and order that it be replayed.

31.4 - CAUSED BY TEAM LEAVING THE FIELD OF PLAY:

In the event of any club leaving the field of play, without the permission of the referee, the Match Official must send a report to the Gwent County Football Association with a copy of the report sent to the League Secretary. A charge of misconduct shall be issued to the offending club/s by the Gwent County Football Association. The Gwent County Football Association will inform the League of the outcome of the Disciplinary Hearing and the result of the match shall be decided at the discretion of the League Management Committee, irrespective of the time played. The offending club may have up to three (3) points deducted from its League record.

31.5 - CAUSED BY AN INJURY TO A PLAYER IN THE FIELD OF PLAY:

When a match is abandoned due to an injury to a player, the League Management Committee shall determine if the result at the time the match finished shall stand or the game is replayed.

32. FINES

All fines must be paid within 7 days of receiving notice from the League or the offending club will be placed under suspension until such time as the fine is paid, the only exception being, when the offending club has given notice in writing of an appeal. All payments are to be made by bank transfer payable into the **Monmouthshire Junior league** Bank account.

33. APPEALS

Any club being dissatisfied with the decision of the League Management Committee may appeal to the Gwent County FA enclosing their fee. Appeals to be made within time limits laid down by the Gwent County FA in their Constitution Handbook.

34. TROPHIES AND MEDALS

For competitive divisions, and where funds permit, the League to present 18 medals to the winners and 18 medals to the runners up in each competitive age group league. If the league run more than one division per age group, the league will present 18 medals to winners only in each division.

Additional medals may be provided for each club if requested. The league will require the cost of additional medals to be borne by the requesting club.

35. CUSTODY OF SHIELDS AND CUPS

Clubs who hold League Trophies are required to ensure the trophy or trophies they hold for their full value. Clubs to furnish to the league the names of two responsible persons who will act as trustees for the league trophies held by the club. The club shall pay the repair costs for any trophy damaged whilst in possession of the club, or if repair is not possible, shall provide a new replacement trophy as directed by the league.

36. REPRESENTATIVE AND INTER LEAGUE MATCHES

The league shall enter any inter-league competition arranged by the Gwent County FA.

The League Management Committee shall have the power to arrange special matches, the proceeds of which shall be devoted to the General Funds of the League.

Any player selected to play under the auspices of the League in Inter-League games or otherwise, and failing or refusing to do so, shall, in the absence of good and sufficient cause, be dealt with at the discretion of the League Management Committee. Any club that shall be found to have encouraged or instigated such conduct on the part of a player shall be deemed guilty of misconduct and shall be dealt with at the discretion of the League Management Committee.

Leagues may decide their own criteria for the selection of their representative squads and the recruitment of representative team managers and coaches.

37. TOURNAMENTS and FESTIVALS

Before any Competition/Tournament/Festival can take place, the organising Club must apply to the Secretary of the Gwent County Football Association for permission to stage the Competition/Tournament/Festival or Event giving 14 days' notice. Form 'E' must be completed, and the appropriate fee paid. A list of clubs playing in the Competition/Tournament/Event must be provided. All teams that enter the Competition must have a current affiliation number and any team from outside of Wales must also produce a letter of authority to enter from their respective National Association. Copy of such letters must accompany the Form "E".

Any Club wishing to play in a Competition/Tournament/Festival outside the area of Gwent must apply for permission to the Secretary of the Gwent County Football Association giving 14 days' notice.

Competitions outside of Wales will also require sanction from the Football Association of Wales. The Gwent County Football Association Secretary will obtain this sanction for the club.

Any Club failing to observe the above procedure will be liable to be fined and sanctions on the Club may be imposed. Competitions/Tournaments/Events must not interfere with League/Cup commitments.

38. DISBANDED CLUBS

The players of any disbanded team, which has discharged its liabilities to the League, shall be eligible to register for any other club in the League immediately withdrawal of such team is accepted by the League Management Committee. The results of matches for disbanded teams to be completely eliminated from the League records. Once all outstanding fees and fines (both League & County FA) have been paid the League Secretary must forward a list of the players to the Football Association of Wales to enable the registrations to be deactivated.

39. RULEBOOKS

A soft copy of the rulebook will be made available for clubs and coaches to download from the league's website. **A plea of not having a rulebook or not having knowledge of the rules, shall not be accepted as a plea of clemency if any charge be made against the team.**

40. CORRESPONDENCE AND COMMUNICATION WITH THE LEAGUE

All communications with the **League must be in writing/email from the club secretary**, the league reserves the right not to act on correspondence received from any person other than the club secretary.

Clubs failing to answer correspondence from the league within 10 days will be liable to a fine of £15.00.

Email will only be accepted in the following circumstances:

The email address must have been lodged with the League Secretary at the start of the season. The email must have a signed letter on the clubs Letterhead attached, or should be followed up with a signed letter on club letterhead within 3 days

All telephone communications with the league must be confirmed in writing, by the club secretary, within three days. The league reserves the right not to act on telephone communications until such confirmation is received.

No telephone calls to be made to League Officials, Club Secretaries or Team Managers after 9:00 pm unless by prior arrangement.

41. FRIENDLY MATCHES

A friendly match may only be arranged when the team concerned has no prior commitment in the league or league cup competitions.

For friendly matches against:

- a. Teams within the same league area - Permission from the League Secretary
- b. Teams outside the league area, but within Gwent - Permission from the League Secretary and Gwent County Football Association.
- c. Teams outside of Gwent but within Wales - as (b)
- d. Teams outside Wales - as (c) plus the Football Association of Wales

In all cases initial requests must be submitted to the League Secretary/Gwent County FA Secretary at least 14 days prior to the date of the match. Failure to give sufficient notice may result in permission being refused. A club guilty of playing matches without permission will be reported to the Gwent County Football Association.

42. BEHIND THE LINE – BUFFER ZONES

Buffer zones alongside all Junior football pitches both small-sided football and competitive football **are mandatory for all games**. Clubs failing to provide a buffer zone are liable to a fine of £25 for first offence, £30 for second offence, £50 for third offence.

- a) The buffer zone runs parallel to touchline of the pitch, ideally 2 metres from both sides. A smaller buffer zone can be used where space does not allow 2 metres.
- b) The buffer zone should be marked by cones, or additional marked line, or a rope-based respect barrier with plastic posts
- c) Only players, designated coaches and First Aider are allowed within the buffer zone.
- d) All parents and other spectators must watch from behind the buffer zone lines.
- e) Where a senior pitch is used with metal barriers, the metal barrier forms the buffer zone, all spectators must watch from behind these barriers.
- f) NO spectators are allowed to stand on the goal line or behind the goal.

43. ALTERATION TO RULES

No alteration shall be made to these rules except by the Gwent County Football Association. Clubs wishing to propose rule changes must do so in writing to the League Secretary prior to 1st February each season. Leagues to hold a Rules Revision Meeting specially convened for that purpose in March of each season when proposals from Clubs and those, if any, proposed by the League Management Committee will be voted upon.

Proposals receiving the assent of at least two thirds of the members present at the Rules Revision Meeting shall then be forwarded by the League Secretary to the Secretary of the Gwent County FA. These may then be approved or rejected by the Gwent County FA in May of each year. Rule changes made by the Gwent County FA shall become operative at the commencement of the following season.

44. MATTERS NOT PROVIDED FOR

Any matter arising, which is not provided for in these rules shall be dealt with at the discretion of the League Management Committee and shall be reported to the Gwent County Football Association.

45. CHANGES TO COMET SYSTEM

Please note that Rules may be subject to changes in COMET system processes.

46. GIRLS

Starting season 2023/24 Individual girls or girls' teams can request permission to play down up to a maximum two years within a boys or mixed league / team. Permission is to be managed on a case-by-case basis as outlined within the regulations below.

- a) Individual girls can request permission to play down up to a maximum of two years within a boys/mixed team playing in our league, at ages under 12 – under 17. For example, an U12 girl can request permission to play within an U10 boys' team / mixed league. For a junior girl to play down two years in a boys/mixed team, a written letter outlining the rationale must be sent to the relevant league secretary and signed by the club secretary and player's parent.
- b) Any junior girls' team aged under 12 – under 17, can request to play up to a maximum of two years down within a mixed / boys junior league. Any girls team with permission to do so, must conform to the playing format of the respective league age group. For example, an under 14 girls team playing in an under 12 mixed/boys league must play the 9v9 format. For a junior girls' team wanting to play down two years in a boys/mixed league, a written letter outlining rationale must be sent to the relevant league secretary and signed by the club secretary and be subject to approval by the relevant area association.

Section C: CUP RULES

Under 16s cup will be played on a champion's league basis

- There will be 4 groups (A, B, C, D) - 3 groups of 4 teams and one group of 3 teams.
- Teams will be drawn into the groups by the president of the Gwent County Football Association.
- Teams play each other once in their group.
- Winner of Group A will play winner of Group B, and Winner of Group C will play winner of Group D in the semi-finals. If two teams finish on the same points in a group, then the result of the game between the two teams will decide the winners of the group. If that game was a draw, then there will be a play-off game, which will be played at the team's ground who was the away team in the first game.
- The league will organise a ground for the semi-finals and referee.
- Winners of semi-finals will play each other in final.

Under 14s Cup

The Under 14s cup will be played on champions league basis.

- There will be 4 groups (A, B, C, D) - 3 group of 4 and one group of 5.
- Teams will be drawn into the groups by the president of the Gwent County Football Association.
- Teams play each other once within their group.
- Winner of Group A will play winner of Group B, and Winner of Group C will play winner of Group D in the semi-finals. If two teams at the top of a group finish on the equal points, then the result of the game between the two teams will decide the winners of the group. If that game was a draw there will be a play-off game to decide semi-final place. The play-off game will be played at the ground of the team who played away in the group game.
- The league will organise a ground for the semi-finals and referee.
- Winners of semi-finals will play each other in final.

1. PARTICIPANTS

All teams registered with the league must enter the respective cup competition(s) as directed by the league and pay a fee to be determined by the league.

2. DATE OF ROUNDS

Date of Fixtures to be decided by League Management Committee.

3. DURATION OF GAMES

The duration of the game will be as League Rule 16.

4. ABANDONED GAMES

Any match not completed may be ordered to stand as a completed match or to be replayed for the full period as the Management Committee may direct. The Management Committee to have the power to decide that an abandoned match result may stand.

5. RESULTS/MATCH REPORT/TEAM LINE UP

As per league rule 21.

COMET registration ID cards must be available for inspection at all cup games.

6. PLAYER ELIGIBILITY in CUP GAMES

Players must be registered on Comet for the Club/team and hold a Comet Id as per FAW And league rules.

A player may only play for one team in one age group in the cup competition.

Guidance: If a player has played for another club, or another club team in a cup match they are cup-tied and ineligible to play.

A player shall not be eligible to play for any team in cup semi-finals or finals unless he/she has played in three (3) Monmouthshire Junior league/group matches for that team.

No player shall be registered after the last Thursday in March each year.

Any club that plays an ineligible in group games, please see rule 27, any club that plays an Ineligible pleyer in semi-final or final will be struck out of the competition.

7. NETS AND CORNER FLAGS

Nets and corner flags must be provided in all rounds.

8. REFEREES

In all rounds and semi-finals referees will be appointed by the league where possible. In all rounds, but not finals, if a referee is not available then league rule 13 applies.

Referees fee and expenses to be split (50:50) between both teams in all rounds except the final.

9. COLOURS

As per League Rule 15.

10. BROKEN FIXTURES

Any club who fails to play an arranged cup match on the appointed date without a suitable reason, please see rule 25.

11. NOTIFICATION

In all rounds league rules 14 shall apply.

In Semi-Finals the league secretary shall confirm all details with the referee.

12. SUBSTITUTES

As per League Rule 19.

13. SEARCH OF REGISTER

As per League Rule 28.

14. MEMENTOES

Winners and Runners Up will receive 18 mementoes. Extras may be purchased through the League.

15. MATTERS NOT PROVIDED FOR

Matters not provided for in these rules shall be dealt with by the League Management Committee.

Where not stated in Cup Rules, League Rules shall apply.

Section D: 9 v 9 SMALL-SIDED FOOTBALL (Under 12 & Under 13)

For small-sided football for U7 – U11 refer to section E

1. GENERAL

League Rules section B apply unless specified in the following:

2. AGES, DIVISIONS AND SESSIONS (FIXTURES)

- a. When possible, the league can operate separate divisions for U12s and U13s, based on demand, or a joint league with the Newport Junior League.
- b. All sessions organised by the league shall take precedence over club-arranged matches.
- c. Individual girls or girls' teams can request permission to play down up to a maximum two years within a boys or mixed league / team. Permission is to be managed on a case-by-case basis as outlined in League Rule 46 section B.

3. TEAM SIZE. TEAM LINE-UP AND SQUAD SIZE

- a. Play 9 v 9 game format with goalkeeper.
- b. Under 12 and Under 13 Teams have a match day squad cap of up to 18 players (This is called the Matchday team line-up), all of whom are eligible to play (teams can use all 9 substitutions).
- c. Under 12 and Under 13 Teams are capped at signing 20 players

4. PITCH SIZE, EQUIPMENT AND BALL SIZE

- a. Size of goals: 16 feet (width) x 7 feet (height)
- b. Size of pitch (length x width)
 - i. Length: Penalty box to penalty box if played on an 11v11 pitch or 64 yards if played on a dedicated 9v9 pitch
 - ii. Width: 44 yds (equivalent to the width of a full-size pitch penalty area). At under 13's, the width of the pitch can be extended to a maximum of 54 yards.
 - iii. Penalty area: 12 yards from goal line and 28 yards wide
 - iv. Penalty spot: 9 yards from goal line
 - v. Goal area: A goal area is not necessary, but goal kicks are to be taken approximately 4 yards from goal line. A painted marker 4 yards from each post is sufficient for guidance. For dedicated 9v9 pitches a goal area can be marked out. This is to be 4 yards from goal line and 4 yards from each goal post towards the corner.
- c. Buffer zones are mandatory for small-sided football as per league rule #4

5. MATCH DURATION AND SUSTITUTES

- a. The match must be a maximum of 70 minutes, split into two halves of 35 minutes. The duration of half time is 10 minutes.
- b. Any number of substitutes (in the match day squad) can be used at appropriate breaks in play with the permission of the referee. A player who has been replaced may re-enter the game (rolling substitutes).
- c. All players in the match day squad should have a minimum of 50% playing time when participating in matches.
- d. All participating players must be named in the team line-up on Comet 20 minutes before kick-off.
- e. A match may not start or continue if either team has fewer than 6 players.

6. KICK-OFF

- a. Is taken in the centre of the playing area to start the game and after a goal has been scored.
- b. The opposition must be a minimum of 7 yards away from where the ball is placed.

7. OTHER RULES

- a. BALL IN AND OUT OF PLAY applies as per FIFA Law 9.
- b. The METHOD OF SCORING applies as per FIFA Law 10.
- c. The THROW IN applies as per the FIFA Law 15.
- d. CORNER KICKS As per the 'FIFA Law 17.
- e. FREE KICKS for Fouls and Misconduct' applies as per the 'FIFA Law 12.

8. OFF-SIDE AND PENALTIES

- a. Off-side and penalty rules apply as per FIFA laws of the game.

9. GOALKEEPERS

- a. Can handle the ball in their penalty area and there are no restrictions on the number of steps they may take holding the ball.
- b. The Goalkeeper can leave the penalty area but cannot handle the ball outside the penalty area.
- c. The Goalkeeper can throw or kick the ball out of their hands; the Goalkeeper can also kick the ball on the ground but can then be challenged by opponents.
- d. Pass Back to Goalkeeper - A goalkeeper cannot pick up the ball (in the goal area) if it has been passed to him/her by a teammate.

10. GOAL KICKS

- a. The ball must be stationary and from the ground. Goal kicks are to be taken approximately 4 yards from goal line.
- b. The ball is in play when it is kicked and clearly moves.
- c. Opponents must be outside the penalty area until the ball is in play.

11. PLAYERS IN THE GOAL AREA

- a. There are no restrictions regarding the number of players allowed in the goal area during open play.

12. THE REFEREE

Each match is controlled by a referee who has full authority to enforce the rules of 9v9 Small Sided Football and the 'IFAB Laws of the Game'.

Where the League has not appointed a referee, or the appointed referee fails to turn up for the game, the home club will appoint a suitable person to referee the game. This person needs to have a DBS validated through the FAW that has not expired, and hold a COMET registration card and COMET ID. The referee needs to know the rules. As such a coach is preferred.

Where a referee is appointed by the league Referees fee and expenses to be split (50:50) between both teams in all rounds except the final.

13. RESULTS/MATCH REPORT/TEAM LINE UP

As per league rule 21 in section B.

- a. All participating players must be named in the team line-up on Comet 20 minutes before kick-off.
- b. Results (Competitive Under 12s and U13s only)) are to be recorded on Comet

as: 1-0 for home win, 0-1 for away win, 0-0 for no score draw, 1-1 for score draw. This is because COMET cannot switch off goals scored, conceded or difference in league tables. This is contrary to junior league rules where goal difference does not count on league tables.

14. BROKEN FIXTURES

As per League Rule 25 .

15. POSTPONEMENT OF FIXTURES

As per League Rule 23 and 24 section B

16. ABANDONED FIXTURES

As per League Rule 31 section B

Section E: SMALL-SIDED FOOTBALL RULES (U7 to U11)

League Rules in Section B apply unless specified in the following:

1. GENERAL

There will be no league or cup competitions. No club to organise a competitive league or cup competition.

Small-sided football is a modified version of the 11 a-side game. It gives children the chance to play real football, for a real team, whilst experiencing an enjoyable and fun introduction to football through small-sided games. Small-sided football is for all children, irrespective of ability, and under the age of 11 on 31 August at the start of each season. It is also intended for boys and girls and young footballers with disabilities and learning difficulties.

- a) U7 – U11 matches are to be played on a festival style/round robin basis where possible. Festival style/round robin football aims to provide all your available players the maximum playing time possible and is mandatory for younger age groups up to and including U11.
- b) Club's teams are to bring along all their available squad players to each matchday fixture.
- c) Each club to split their teams into multiple playing sides, and play games round robin, preferably on 2 pitches. Clubs are expected to mix player abilities across their playing sides.
- d) **There must be a minimum of 3 playing sides for round robin games.** Please note the following guidance:
 - i. Players from both club teams can form a playing side in festival style/round robin football.
 - ii. U10s/U11s can play 6-aside or even 5-aside games so that they can have multiple playing sides and where everyone is playing games to the full. (as per rule 3b below).
 - iii. If the two club teams only have enough players to field one playing side each, then they **MUST** notify the league as a festival style/round robin match is not possible.
 - iv. As part of the confirmation of venue and kick-off time, clubs should notify each other of how many players they expect to be bringing to the game by the Wednesday before the game. This will enable the hosting club to work out round robin game plan.

2. AGES, DIVISIONS AND SESSIONS (FIXTURES)

- a. The League will organise small-sided football sessions for players up to and including Under 11. **For small-sided football for U12s and U13s see section D.**
- b. All sessions organised by the league shall take precedence over club-arranged friendly matches, which need to be sanctioned.
- c. The League runs single age groups divisions. Players should play within their relevant age group. However, there are circumstances when playing up an age group can be considered by the club, such as physical attributes, ability, or the club doesn't run the relevant age group.
- d. Individual girls or girls' teams can request permission to play down up to a maximum two years within a boys or mixed league / team. Permission is to be managed on a case-by-case basis as outlined in League Rule 46 section B.

3. TEAM SIZE AND SUBSTITUTES

- a. Format of each game (number of players on the field of play) is: -
Under 7: 4 v 4 (no goalkeeper)
Under 8 and Under 9: 5 v 5 (with goalkeeper)
Under 10 and Under 11: 7 v 7 (with goalkeeper)
- b. Teams on the field of play must be always of equal numbers. If one team does not have the required number of players present, then the other team must reduce the number of players in its team until the teams are equal.
- c. Any number of substitutes may be used at any time with the permission of the game leader. Players substituted may re-enter the game at any time. (Rolling Substitutes)
- d. For Under 7, 8 and 9 age groups, no substitute should be waiting longer than 5 minutes before they are involved in the match.
- e. For Under 10 and 11 age groups. no substitute should be waiting longer than 10 minutes before they are involved in the match.
- f. In the Under 7s it is not allowed for one player to stand in front of the goal acting as a goalkeeper and leaving just 3 outfield players for the game.

4. PITCH, EQUIPMENT AND PLAYING SURFACE

- a. **The pitch size (length x width):**
Under 7 - 28yds x 20yds
Under 8 and Under 9 – 35yds x 25yds
Under 10 and Under11 - 44yds x 40yds

Please note that the pitch area should be marked out as above. However, if it is not be possible at the venue then pitches should not differ more than 5 yards in length and/or width,

- b. **Goal Area (length x width):**
Under 7 - No goal area
Under 8 and Under 9 – 7 yds x 12yds
Under 10 and Under 11 – 10yds x 15yds
Under 10 and Under 11 - 10 yards from goal line

- c. **Size of Ball:**
Under 7, Under 8 and Under 9 - Size 3
Under 10 and Under 11 - Size 4

- d. **Goal Size:**
For Under 7 - Rectangular goals Height 3 ft min/4 ft max, Width 4 ft min/6 ft max but 4ft or 6ft pop-up goals (PUG) can be used if rectangular goals are not available
For Under 8 & Under 9 - Height 4 ft Width 8 ft
For Under 10 & Under 11 - Height 6 ft Width 12 ft

If portable goals are used these must be securely fixed to the ground.

- e. **Playing area:**
Ideally games should be played on dedicated small-sided football pitches but any level surface, which is suitable for football may be used.

THERE MUST BE NO DEBRIS OR DANGEROUS HAZARDS EITHER ON THE FIELD OF PLAY OR IN THE IMMEDIATE SURROUNDING AREA.

The game should not be played on sections of full-size pitches where full size fixed goal posts form part of the touchline or goal lines or are within three (3) yards of these lines.

f. Pitch Marking:

Cones and marker discs may be used for pitch marking. Corners must be marked. The general aim is to provide a safe, supervised environment for the players and their families.

5. PLAYING DURATION AND GAME DURATION

a. Under 7:

- Game duration should not exceed 10 minutes, and there is no half time.
- The maximum playing duration is 40 minutes per player.
- All players in the squad should be given the opportunity to play the maximum duration when participating in matches. If this is not possible then a player should not have less than 50% minimum playing duration.

See explanations of what can be done....

An Explanation - Under 7 game format examples:

Example 1, if the teams bring the max squad size, then they could set up 2 pitches and split their squad into 2 sides and each side plays 4 x 10-minute games. These games can be organised round robin on the two pitches. *All players get maximum playing duration participation.*

Example 2, if the 3 club teams bring along a squad of 6 available players, then the hosting club could organise 6 games of 10 minute **for** 3 playing sides. *Each player can be given approximately 40 minutes playing time through roll-on/roll-off substitution.* (Refer to substitution rules). Alternatively, where possible, an additional playing side (side 4) could be set up by mixing playing from multiple clubs. Bibs to be used. Round robin games can be organised as per example 1. Players can be rotated into the mixed club side giving everyone maximum playing duration participation.

b. Under 8 and Under 9

- Game duration should not exceed 15 minutes. There is no half time.
- The maximum playing duration is 50 minutes per player
- All players in the squad should be given the opportunity to play the maximum duration when participating in matches. If this is not possible then a player should not have less than 50% minimum playing duration.

See explanations of what can be done on next page

An Explanation - Under 8/Under 9 - game format examples:

Example 1, if the two teams bring the max squad size, then they could set up 2 pitches and split their squad into 2 sides and each side could play 5 games of games 10 minutes. These games can be organised round robin for the 4 playing sides on the two pitches. *All players get maximum playing duration participation.*

Example 2, if the two teams bring a squad of 8 available players, then one playing side can be formed with players mixed from each club giving 3 sides - (bibs should be used on third side). Once everyone has played one or two games you can reorganise the playing sides to rotate players in the mixed club side. Play enough round robin games so that *players can be given the maximum 50-minute playing time through roll-on/roll-off substitution.* (Refer to substitution rules when appropriate).

c. Under 10 and Under 11

- Game duration should not exceed 20 minutes. A half time interval should be taken if exceeding 15 minutes of play. The duration of half time should not exceed 5 minutes.
- The maximum playing duration is 60 minutes per player
- All players in the squad should be given the opportunity to play the maximum duration when participating in matches. If this is not possible then a player should not have less than 50% minimum playing duration.

An Explanation - Under 10/Under 11 Game format examples:

Example 1, if the two teams bring the max squad size each, then they could split their squads into 2 sides of 7 players each. Each side plays 4 x 15 minutes. These games can be organised on two pitches. *All players get maximum playing duration participation.*

Example 2, if the two teams each bring a squad of 12 available players, then they could split their squads into 2 sides of 6 players each and play 6-aside games. Each side plays 4 x 15 minutes. These games can be organised on two pitches. *All players get maximum playing duration participation.*

Example 3, if the two teams each bring a squad of 10 available players, then one playing side can be formed with players mixed from each club giving 3 sides - (bibs should be used). Once everyone has played one or two games you can reorganise the playing sides rotating players in the mixed club side. Play enough round robin games to provide each player with the maximum 60-minute playing time through roll-on/roll-off substitution. (Refer to substitution rules). Alternatively, they come split into 4 x 5-aside teams and play 5-aside (as per rule 3b) on two pitches with each team playing 4 x 15 min games.

- d. A small Sided player should not exceed the playing duration detailed in above in a 24-hour period.

6. KICK OFF and KICK OFF TIMES

- a. The kick-off is to be taken in the centre of the field and after a goal has been scored.
- b. The opposition must be 3 yards away from where the ball is placed.
- c. A goal may not be scored directly from the kick-off.
- d. **The scheduled kick-off time for small-sided football is 11:00am on Sunday mornings.**

Earlier kick-off times are permitted, for instance 10:00am, but only with the agreement of both teams. For earlier kick-offs, the away teams should be considerate where home teams have lots of home games, and home teams should be considerate of travel time of their opponents. Games can be brought forward from the scheduled date to an earlier date only with agreement from the club and sanction from the league. In case of one club objecting then the fixture will be played at the time notified by the league as above.

7. PASS IN / THROW IN

- a. For **Under 6, 7, 8 and 9 age groups** the method of restarting play when the whole of the ball passes over the touchline is by **a pass in**.
 - i. The ball must be stationary from the point where it left the pitch before it is kicked to restart play.
 - ii. The ball must not be kicked overhead height.
 - iii. A goal may not be scored directly from a pass in.
 - iv. The opposition must be 3 yards away from where the ball is placed.
- b. **For Under 10 and 11 age groups throws ins are introduced.** Although Law 15 (The Throw In) applies and the throw in should be taken in the normal way, game leaders can show flexibility. For example, in the case of a foul throw in, the game leader should allow the throw to be retaken by the same team. If necessary, the game leader should advise the player concerned of the correct way to take the throw in.

8. CORNER KICKS, FREE KICKS, PENALTIES AND OFF-SIDE

- a. Corner Kicks are to be taken in the normal way, and opponents must be three yards from the ball when the kick is taken.
- b. **All free kicks are indirect**, and opponents must be three yards from the ball when the kick is taken.
- c. **No penalties are to be awarded.** Offences in the goal area are penalised with an indirect free kick.
- d. **There are no off sides.**

9. GOAL KICKS

- a. The ball must be stationary and kicked from the ground.
- b. The ball is in play when it is kicked and clearly moves.
- c. For Under 7 goal kicks are taken anywhere on the goal line.
- d. For Under 8, 9, 10 and 11 goal kicks are taken from any point within the goal area
- e. For Under 8, 9, 10 and 11 opponents must be outside the goal area until the ball is in play.
- f. In all age groups a retreat line is introduced, and the opposition players must be a minimum of 10 yards away from the point where the goal-kick is taken.

10. GOALKEEPERS (U8-U11)

- a. The goalkeeper may handle the ball in the goal area and there are no restrictions on the number of steps they may take when holding the ball.
- b. The goalkeeper can leave the goal area but cannot handle the ball outside of the goal area.
- c. When handling the ball in the goal area, goalkeepers can throw the ball out of their hands or kick the ball on the ground but can then be challenged by opponents. **Drop kicks are not permitted.**
- d. In all age groups a retreat line is introduced, and the opposition players must be a minimum of 10 yards away from the point where the goalkeeper has the ball to encourage build up play. The goalkeeper may play the ball outside or inside the goal area with their feet but may then be challenged by an opponent.

11. PASS BACKS TO GOALKEEPER

- a. For Under 8 and 9 a goalkeeper can pick the ball up (in the goal area) if it passed to him/her from a teammate.
- b. For Under 10 and 11 a goalkeeper cannot pick up the ball (in the goal area) if it has been passed to him/her

12. PLAYERS IN THE GOAL AREA

There are no restrictions on the number of players allowed in the goal area during open play.

13. GAME LEADERS

- a. A game leader is appointed to supervise each game. The club hosting the small-sided football session is to appoint the game leader.
- b. The role of the game leader is to supervise the game, awarding free kicks, throw ins etc. as a normal referee would and, in addition, he/she should explain the rules as the game proceeds, if necessary, demonstrating certain points as to how the game is restarted, e.g. a throw in.
- c. Game leaders shall perform their duties from the side of the playing area.
- d. The game leader is urged to be extremely flexible in the way the game is supervised, especially with the younger children.

14. RESULTS, MATCH REPORTS/TEAM LINE-UP

- a. From start of season 2022-23 Clubs need to submit team line up on Comet before the fixture kicks-off. Clubs not submitting a line-up written will be fined the sum of £15.00.
- b. Results are not to be published in the media including the public internet or on social media.
- c. Leagues to report any person, team or club attempting to collate results of various teams to the Gwent County FA.

15. PLAYER REGISTRATION

- a. Note rule 8 Section B applies.

All players playing in teams from under 7s to under 11s **MUST** hold a valid FAW COMET registration card and have a valid COMET ID number before they take part in any Monmouthshire small-sided football fixtures.

- b. Each player to be registered on the FAW COMET system by their club. **All COMET ID cards must be available for inspection at each league organised game.** International Clearance is required for any U10 and U11 player previously registered outside of Wales.
- c. **Players to register for one club only.** Players may play for any team run by the club subject to age restrictions. This gives clubs the opportunity to select equal size squads for each team if they run more than one team at each age group.
- d. No player to play for more than one team on the same day.
- e. Transfer of players as per COMET system and as per League rule #10.

16. MATCH REGULATIONS

The club hosting the small-sided football session shall be classed as the home club.

- a. The home club shall contact the visitors by telephone, email, text or in writing, at least 72 hours prior to the date of the session to confirm all details. When sending emails or texts, clubs should check that there has been a response from the opponents in case the messages have not been delivered.
- b. The home club shall provide the pitch and all required equipment.
- c. In the event of colour clashes the away team(s) shall change, except where the home club wishes to play in colours not registered with the league in which case the home club shall change.
- d. If a postponement/cancellation of any league fixture is required, application must be made in writing and be in possession of the League Secretary, at least 7 days before the match is to be played. A fee of £15 will be charged for a postponement.
- e. **Clubs cannot rearrange league-scheduled fixtures for a later date.**

17. BROKEN FIXTURES, TEAMS NOT ARRIVING,

In the event of one team not turning up for a league fixture the Club will be charged with breaking the fixture and shall be dealt with by the League Management Committee.

- a. **If a fixture is deemed to be broken, then the offending club will be fined.** The league does not reschedule broken small-sided football fixtures (U7s to U11s).
- b. The offending club shall be fined the sum of £25.00 for the first offence and £30.00 for the second offence.
- c. Teams committing a third offence in the same season will be liable to a fine of £35.00 and could be expelled from the league.

18. INELIGIBLE PLAYERS AND TEAMS LEAVING THE FIELD

If a team plays an ineligible player or if a team leaves the field without the permission of the game leader. The matter shall be dealt with as follows: -

- a. The League may impose fines as per directed by the Management Committee.
- b. For a second offence the League may instruct such teams to appear before the League Management and/or disciplinary committee.
- c. Teams committing a third offence may be expelled from the League.

19. FESTIVALS, TOURNAMENTS and FRIENDLIES

For Festivals and Tournaments League Rule #37 applies.
For Friendly games League Rule #41 applies.

20. TROPHIES/MEDALS/AWARDS

No trophies, medals or awards of any kind indicating winners, runners up, finalists, most improved team, most sporting team etc., shall be presented to any team or the individual players of any team.

The exception to this is where a league or club wishes to recognise the involvement of players in a particular session, e.g. a festival. In such cases exactly the same award must be presented to each and every player taking part, or in the case of one award per team, to each and every team taking part.

21 EXPLANATORY NOTES

The small-sided football rules contained in this handbook are based on the football Association of Wales requirements. Small-sided football is non-competitive and therefore it is not important that clubs play all teams on a home and away basis.

However, each team that makes a commitment to entering into the organisation of small-sided football and must recognise that it has certain responsibilities towards the league and other member clubs. Clubs may well end up hosting sessions on a home and away basis but this is mainly to ensure that the work required in preparing the pitch and pitch hire costs are spread equally across all teams.

Clubs/Teams that persistently break the rules may be expelled from membership of the league subject to the usual disciplinary procedures.

22. OTHER

- a. **Club and team officials must ensure that every player in the team gets an equal opportunity.** Winning is not important.
- b. Officials and spectators are asked to **encourage the players at all times.**
- c. Club and team officials must **consider weather and ground conditions very carefully** before games commence.

23. POSITIVE MATCH DAY CULTURE

The FAW want to improve the match day culture and off-pitch behaviour of parents, coaches and guardians. As part of the campaign, **the following practices must be introduced:**

- a) Smoking banned from the side-line.
- b) Supportive side-lines where spectators are encouraged to applaud and praise both teams' efforts but not shout, call out in a negative way or coach.

- c) Coaches may support players through questions that prompt them to think for themselves but must not continually shout instructions during matches.
- d) All players in the squad should have a minimum of 50% playing time when participating in matches.
- e) 5 To help provide adequate playing opportunities and to grow the game, clubs are encouraged to field more than one team if practically possible. Teams should not be made up of more than double the playing numbers for their respective age groups (for example, the under 8 age group that play the 5v5 format should have a maximum of 10 players per team).
- f) All squad members to benefit from the experience of playing in all positions, including goalkeeper for the under 8 to under 11 age groups.
- g) If teams are low on players and cannot field the correct number, then the other team should provide the additional player(s) or withdraw players to make the numbers even for the under 6 to under 11 age groups.
- h) 'Behind the Line, Behind the Team'. Leagues/clubs **must:**
 - i. **Create a 'Buffer zone' that runs parallel to the pitch, ideally 2 metres from both touchlines, a smaller buffer zone can be used where space doesn't allow 2 metres.**
 - ii. Buffer zone should be marked by cones or additional marked line. Only players, designated coaches and 1st Aider allowed within zone. •
 - iii. All other spectators must watch from behind the marked buffer zone lines on the side-lines only
 - iv. No spectators to stand behind the goals.

Section F: STANDING ORDERS FOR LEAGUE MEETINGS

1. CONTROL OF MEETINGS

The Chairman of the League shall have control of the meeting, and in case of a tie on voting for any motion or amendment, he shall have power to give a second or casting vote.

2. MOVING OF RESOLUTIONS

Every motion or amendment shall be moved and seconded (and if so required shall be reduced to writing) before it is discussed or put to the meeting.

3. MEMBERS SPEAKING

A member shall address the Chair, only the Chairman shall have power to check or call to order a speaker. When the Chairman rises no one else shall continue, nor shall anyone else until the Chairman has finished.

4. MATTERS NOT BEFORE THE MEETING

No member shall speak on any matter, not before the meeting.

5. MEMBERS TO SPEAK ONCE ONLY

No member shall speak twice on any motion, unless permission be given to explain, except the mover of the original resolution, or of an amendment that displaces an original resolution.

6. RESOLUTIONS ETC. NOT TO BE WITHDRAWN

A motion or amendment once made and seconded, shall not be withdrawn without the consent of the meeting.

7. AMENDMENTS TO BE RELEVANT

Any amendment must be relevant to the motion on which it is moved.

8. REJECTED AMENDMENTS

If any amendment be rejected, other amendments may be moved on the original motion, providing notice has been given.

9. AMENDMENTS CARRIED

If any amendment is carried, the original amendment as thereby amended, shall become the question upon which any further amendments may be moved.

10. NOTICE TO RESCIND RESOLUTION

Notice of motion must be given and appear on the agenda before any decision arrived at can be varied or rescinded. Any motion having been passed by the Executive Committee Meeting shall not be rescinded without the consent of at least two thirds of those present. No motion to alter or rescind any resolution passed within the preceding 6 months, and no motion or amendment to the same effect as one which has been rejected within the preceding 6 months, shall be proposed. When any such motion or amendment has been disposed of by any Executive Committee it shall not be open to any member to propose a similar motion within a further period of 6 months.

11. URGENT MATTERS

Any matter of pressing importance not on the agenda, may be dealt with at once upon a motion of ‘urgency’ being duly moved, seconded and carried by a two thirds majority of the members present.

12. INTEREST

If a member of member(s) has any interest in any matter put before the meeting then the member(s) shall withdraw from the meeting whilst the matter is discussed and resolved.

13. TIME LIMIT FOR SPEECHES

No member shall address the Executive Committee for a longer period than 5 minutes on any one question, except the mover of the resolution, who may speak on bringing forward his proposition for a period not exceeding 10 minutes.

14. PRIORITY OF SPEAKER

When two or more members rise at one time, the Chairman shall decide who shall have priority of speaking.

15. OBJECTIONABLE MATTERS

If the Chairman shall be of the opinion that any motion proposed to be made is of an objectionable character, he may at once put it to the vote (on which there shall be no discussion) whether it shall be entertained or not, and if two thirds of the members present decide not to entertain such motion the matter is disposed for that meeting.

16. QUORUM

Five members shall form a quorum of the Executive Committee, and without a quorum no business shall be transacted. This does not refer to sub-committees.

17. CONDUCT OF MEMBERS

Should there be any dispute which involves the conduct or otherwise of any member, or members of the Executive Committee, the said member shall retire during its consideration.

18. RESOLVING INTO COMMITTEE

The Executive Committee may, by vote, resolve itself into a Committee, and whilst in Committee there shall be no restriction as to the number of times a member may speak.

19. PRIVILEGE

The evidence of witnesses, statements of members, general discussion and other matters within and before the Executive Committee and Sub-Committees shall be deemed to be privileged and private. The Executive Committee shall have the power to censure or suspend from service on the Executive Committee any member proved to be guilty of a breach of this rule.

20. DURATION OF MEETINGS

All Executive Committee meetings will terminate no later than 2 hours after the Chairman declared the meeting open.

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Junior football should be a fun, safe and a positive experience for every young person involved.

Buffer zones are mandatory for both small-sided football, 9 v9 and 11 v 11 games.

All parents, relatives and other spectators are to **stay behind the buffer zone.**
Stay off the touchline and off the pitch!

Goalpost Safety

Safety is paramount and it is vital that clubs ensure the goals they are responsible for are manufactured to current safety standards and properly anchored down.

Please refer to goalpost safety guidelines from the FAW.

Further Information

League Website

[www monmouthshirejuniorleague.co.uk](http://www.monmouthshirejuniorleague.co.uk)