



# BRIDGEND PORT TALBOT JUNIOR FOOTBALL LEAGUE

## 2019/2020 HANDBOOK

### OFFICIALS

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## MANAGEMENT COMMITTEE

Mrs J. Marshall

Mrs B Trahar

Mr A. Davies

Mr S. Morgan

Mr L. Davies

Mrs M. Mitchell

## USEFUL CONTACTS

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# BRIDGEND PORT TALBOT JUNIOR FOOTBALL LEAGUE

## 1. THE LEAGUE

The amalgamation of Clubs affiliated to The South Wales Football Association, and admitting all its Rules and Regulations, shall be called "Bridgend Port Talbot Junior Football League".

## 2. THE LEAGUE AREA & FORMATION

The Clubs approved and sanctioned by The South Wales Football Association within the recognised boundaries of the Bridgend and Port Talbot Junior Football League. Applications are to be made to the League Secretary, by the date of the AGM, annually. Any applications for entry received after this date may be accepted at the discretion of the League management Committee. All Clubs must be directly affiliated to the South Wales Football Association in accordance with the instructions of that Association. The League Council shall have the power to exclude from this season or any subsequent season's competitions any Club, Club Official or Player whose conduct has been in the League Council's opinion objectionable. The League shall be divided into divisions as deemed fit by the management Committee.

## 3. MANAGEMENT

An Annual General Meeting shall be held no later than 31st July in any season. The affairs of the League shall be controlled by a management Committee consisting of the officers of the League and a minimum of two and a maximum of six committee members. The officers of the league shall be Chairman, Secretary, Treasurer, Match Secretary, Safeguarding Officer, Registration Secretary, Referee Appointment Officer, Webmaster/Social Media Officer, Club Accreditation Officer and a referee representative who shall sit as an ex officio non-voting member. Additional members of the Management Committee may be nominated at the AGM or co-opted by the Officers of the League.

A member of the Council shall not be allowed to vote on any matter appertaining to a Club he / she represents. Any member failing to attend three consecutive meetings without reasonable excuse shall be considered as having resigned. The Chairman shall have the second or casting vote on all matters. (Four members to form a quorum). The League Officers have the power of voting and moving resolutions. The honoraria of league officials to be reviewed annually. League funds are to be deposited in to a recognised financial account. Two signatories are required to withdraw funds or make payments to other parties. The League Management Committee shall have the power to rule on any matter not specifically provided for in these rules.

### 3.1 MEETINGS

Meetings of the league management committee shall alternate between venues within the areas of the Bridgend or Port Talbot OR A DESIGNATED HOME BASE AS VOTED BY LEAGUE OFFICERS. General meetings of the League Management Committee shall be held at a frequency determined by the Officers.

League management members are entitled to reimbursement of costs incurred in travelling to meetings by means of a mileage allowance ON COMPLETION AND AUTHORISATION OF EXPENSES FORM AT 35P PER MILE.

The Secretary shall convene a special general meeting of the member clubs and Officers at any time by order of the League Management Committee or on receiving a motion signed by the secretaries of not less than ten member clubs. Any such motion from the clubs must also state the reason for the meeting being called

### 3.2 CHANGES OF RULE AND VOTING

- a) Rule changes – any proposed changes of rule must be submitted to the League Secretary no later than 1st March annually in time to be considered to take effect from the start of the following season. All proposals to change rules must be supported by at least two-thirds of those present and voting.
- b) For matters not requiring a change of rule, decisions shall be taken by a majority vote. If the voting is tied then the Chairman shall have a second casting vote
- c) All member clubs and League Officers (except ex-Officio officers) shall be entitled to one vote each. Although it is possible for an individual to have more than one entitlement to vote at any meeting, they shall not be allowed to vote more than once

### 4. FEES

#### Guarantee Fee

£50 per club

#### Annual Entry Fee

Under 16, 15, 14, 13, & 12: £20 per team

Cup Entry Fee: £0

Mini football: £5 per team

#### Referees Fees

Under 16 & 15                      £20 inclusive of expenses

Under 14, 13 & 12              £15 inclusive of expenses

**Home Clubs shall be responsible for payment of full match fee to League appointed Referee in League matches.** Neutral Assistant referees where appointed shall be paid a fee of £15 for under-16 games and £10 for all other age groups.

Annual Subscriptions must be paid no later than the Annual General Meeting. All supplementary League accounts must be paid within thirty-one days. Any Club failing to do so will be liable to be dealt with as the Management Council deems fit. The fixtures of any defaulting Club will be suspended until payment has been received by the League Treasurer. The Management Council may take further action that it deems fit. Any new club applying to enter the league shall attend an interview to allow the LMC to brief the Club in respect of Rules and Administration requirements.

### 5. REGISTRATION

**All teams at under-12 division and above must register a minimum of twelve players at least seven clear days prior to the commencement of the league season.** Any team failing to register twelve players within the aforementioned period shall be fined the sum of £10 and will not be allowed to commence fixtures until the minimum number of players are registered. A player is required to provide confirmation of his/her date of birth in the form of a recognised document, birth certificate, passport or other recognised legal document, when first registering as a player with this league in addition to two passport sized photographs. Details of Registration cards/forms are contained in section 6.

Mixed gender football shall be allowed up to and including under 16 age group. Registration forms for additional players must be submitted in accordance with FAW regulations, with the exception of the Cup where Cup Rule 5 applies.

Teams in each age group will be allowed a maximum of twenty registered players at any one time.

**If a club enters more than one team in an age group, the players are registered for a specific team.** The squads are not interchangeable. No registrations or transfers will be permitted after the final Thursday in March. **SEARCH FEES;** should doubt arise as to the eligibility of any player the Registration Secretary shall provide to a recognised Club Representative such information as is necessary on payment of a sum of £5.00 for each

player concerned. All applications for such information must be made in writing and must be accompanied by the appropriate fees. This will not constitute a protest, which must be lodged in accordance with the rules to the League Secretary.

Players shall be registered in age groups in accordance with the instructions below.

A player who is over eleven years and under 16 years on 1st September in any playing season should not play in a team involving players who are more than two (2) years older than himself/herself.

Football in this age grouping should be arranged within the following age bands.

- (A) Over eleven (11) years & under twelve (12) years. Academic year 7.
- (B) Over eleven (11) years & under thirteen (13) years. Academic years 7 & 8.
- (C) Over twelve (12) years & under fourteen (14) years. Academic years 8 & 9.
- (D) Over thirteen (13) years & under fifteen (15) years. Academic years 9 & 10.
- (E) Over fourteen (14) years & under sixteen (16) years. Academic years 10 & 11.

Mini football age groups will be arranged in accordance with current FAW rules regulations.

Variations to age groups a player may play in will only be granted in exceptional circumstances in accordance with current FAW rules and regulations

## 5.1 CLUB ACCREDITATION PROGRAMME

All clubs must comply with the accreditation process as prescribed by the FAW and produce workbooks or any other documentation or evidence regarding accreditation when requested by a league official. Teams failing to be correctly accredited by the league stated deadline will be excluded from all fixtures until correctly accredited. A club does not become correctly accredited until the League's Accreditation Officer informs the management committee of their correct accreditation.

## 6. BONAFIDE PLAYERS

All matches shall be played under the Laws of the Game. A bonafide player of a team shall be allowed to play provided he/she has not signed with any other team in the competition during the same season. If he/she has so signed, a transfer form must be completed and submitted to the league registration secretary. A bonafide player of a team is one who has been correctly registered on the COMET system, with the exception of the Cup where Cup Rule 5 applies.

### 6.1 JUNIOR REGISTRATION FORMS AND IDENTITY CARDS

Every player must submit a complete a signed and scanned registration form in accordance with FAW Rules. In addition, the Club is responsible for completing / updating the Player ID Card.

In the case of new ID Cards:

- (A) The front section must be complete in its entirety along with one line on the reverse of the card
- (B) A copy of the players ID to be attached
- (C) Two photographs provided one attached firmly on the card and a second with name and DOB written on the reverse
- (D) Sent to the league for verification

**PLEASE NOTE: A player's registration will not be complete until a completed registration form & ID card is produced.**

## 7. SUBSTITUTES

Five substitutes per team may be nominated to the referee prior to the commencement of a match who will all be allowed to take part in the match

Returning substitutes have been granted by the South Wales Football Association prior to the commencement of the season.

Team Officials must provide the Referee with the names of their substitutes in writing prior to the commencement of the match. Substitution of Players will not be allowed unless notified as above.

## **8. TRANSFERS AND FEES**

In the case of a transfer between clubs, the applicant must deposit a £10.00 fee, which must accompany the application for transfer, otherwise the transfer will not be accepted. A transfer must be completed in accordance with FAW COMET system regulations for the player to be eligible. A transfer will not be granted after the final Thursday in March.

## **9. CLUB SECRETARY, COLOURS, DRESSING ROOM, ACCOMMODATION, GROUNDS AND NETS.**

Each club shall forward annually to the League Secretary a statement of its distinguishing colours WITH THE NAME AND ADDRESS OF ITS SECRETARY AND CHAIRMAN, also locality of ground and dressing room, not later than the 1st July. Should a Club appoint a new Secretary, or should he/her change their address the Club will be responsible for informing the League Secretary and the Secretary of The South Wales Football Association of such change within two days of the occurrence. Violation of this Rule will involve a fine by the League Council and also The South Wales Football Association. All players in the League matches must play in the registered colours of their respective Clubs and must be attired in the correct and proper manner. Defaulting Clubs may be fined a sum not exceeding £5.00. Referees are requested to report any breach of this League Rule to the League Council.

**When two clubs have the same colours, the away team must change.**

Home Clubs must provide regulation size corner flags. Clubs failing to provide corner posts will be fined the sum of £10. A club may not change its name during the current season. A club may not change its colours without the consent of the league.

### **DRESSING ROOM ACCOMMODATION:**

Clubs in ALL Divisions with private grounds should provide suitable dressing and washing accommodation for visiting teams and referees. Such facilities to be approved by the League Council. In ALL Divisions grounds must be correctly marked. All clubs should provide goal nets where possible.

**The Size of Football in the under 12 & 13 age groups shall be size 4**

**The under14 Divisions to under 16 divisions shall be size 5.**

Home Team Officials must hand the Match Ball to the Referee before arrival on the pitch.

Referees to ensure that the Match Ball is returned to the Home Team at the end of the match.

**Away Teams are responsible to bring their own warm up balls and should not expect the Home team to provide balls.**

## **10. LEAGUE POSITIONS**

In all League matches, three points shall be awarded for a win and one point to each team in a drawn game. At the end of each season's competition the team with the highest number of points shall be deemed to be the Champions, the team with the second highest number of points shall be Runners Up. In the event of two or more teams being level on points then the results between the teams in the equal position shall be the deciding factor, firstly in terms of points won in those matches, then in terms of goals scored. If the teams are still equal then there shall be a play-off to decide the Champions and Runners-Up. Goal difference will not be taken in to consideration.

If after a Play off and extra time being played, a draw is still the result, then Joint Winners or Runners Up, will be declared. In the event of a team not partaking in a Play off the failing team will forfeit the position. Should a Team disband or be expelled from the League its record shall be deleted. The League Council shall have the power to make the Divisions up to the necessary numbers as they deem fit.

Where results are published on League social media and elsewhere, results shall be shown to a maximum of six goals scored unless both teams have scored six or more goals in which case the full result shall be published.

## 11. ARRANGEMENT OF FIXTURES

All League matches shall be arranged by the League Secretary or designated Officer. A Club shall not be allowed to postpone a match with another club unless it is to play a Football Association of Wales, South Wales Football Association Cup-Tie or a League Cup-Tie after a previous drawn or postponed game, without the sanction of the League Management Council. **No Other games takes priority and free dates must be requested to avoid disciplinary action.**

The home club is to confirm arrangements to the opponents and referee a minimum of five days prior to the match, failure to do so will result in a fine of £10. A club will not be allowed to play friendly matches when it has league engagements outstanding, unless permission is granted by the League Council. Clubs breaking this Rule will be fined at the discretion of the League Council.

Teams will play when fixtured by the league, failure to do so may result in a fine and a points deduction. Free dates may be granted at the discretion of the league, all requests must be received in writing a minimum of 28 days before the free date.

**All Teams MUST apply in writing to the League for permission to play any Friendly Matches, Tournaments or Tour games prior to obtaining SWFA approval (this includes teams at mini football age groups).**

### 11.1 POSTPONEMENT

In the event of any match being postponed both Clubs must immediately advise the League Match Secretary by telephone and confirmed in writing or by E-mail within 5 days) to that effect or shall be fined a sum not exceeding £10. In the case of the opponents failing to field a team, correspondence is not required from the non-offending club, if they have been advised of the postponement by the relevant match secretary. Postponed matches to be re-arranged by the League Match Secretary who will select a venue and date and advise both Clubs and Referee.

A Club in membership of this League shall not play matches with any Club not affiliated to some recognised Football Association. Special permission must be obtained from the Football Association of Wales via The South Wales Football Association to play matches with organisations of other countries.

### 11.2 DURATION OF MATCHES

The duration of Under 16 and Under 15 shall be 80 minutes Under 13 and Under 14 Divisions shall be 70 minutes. Under 12 Divisions shall be 60 minutes, and must commence at the appointed time as fixed by the League Management Council.

Minimum time in Under 16, 15, and 14 matches shall be 50 minutes, under 13 and Under 12 matches shall be 40 minutes subject to mutual agreement between Clubs before kick-off and must commence at the appointed time agreed in writing and signed for by both clubs. This information to be included on the match report sheet.



### 11.2.1 UNDER 12 DIVISION

The Under 12 Division will be subject to the following additional rules:

- a) Teams shall play a maximum of nine players each
- b) Only players aged over the age of 11 and under the age of 12 as at 31 August in any season shall be eligible to play
- c) Size of goals: 16 ft (width) x 7 ft (height)
- d) Size of pitch:
  - i) Width: 44 yards - this is the width of the 11v11 penalty area
  - ii) Length: Penalty box to penalty box if played on an 11v11 pitch or 70 yards if played on a dedicated 9v9 pitch
  - iii) Penalty area: 28 yards wide and 12 yards from goal line
  - 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
  - vi) A painted marker 4 yards from each post is sufficient for guidance
  - vii) 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.
  - viii) A penalty area must be marked out in accordance with the dimensions of 'iii' above.
- e) Maximum squad size for match is 16 players – 9 players plus 7 substitutes (roll-on roll-off)

Please note that off-side and penalty rules apply as normal. Playing time is 30mins each way as normal and ball size 4.

### 11.3 DELAYING MATCHES.

Any Club found guilty of delaying the start of a match shall be reported by the Referee to the League Match Secretary. Clubs may be fined a sum not exceeding £10.00. In the event of a team failing to attend a fixture and not advising their opponents or the League, the attending team shall be obliged to remain at the venue for 15 minutes after the scheduled kick-off time to be not considered in default themselves.

### 11.4 INCOMPLETE MATCHES.

Any match not completed may be ordered to stand as a completed match, with the points being awarded as the Management Council shall direct, or to be replayed.

### 11.5 ABANDONED MATCHES.

If a team (or an individual from a team) is found guilty of causing the abandonment of a match and a decision is made to replay the fixture the offending team will pay the replay costs

THE MANAGEMENT COMMITTEE MAY IMPOSE A 3 POINT DEDUCTION AND FINE OF £20 IN ADDITION TO ANY SANCTIONS IMPOSED BY THE SWFA. ALL FIXTURES SHALL BE ACCEPTED BY CLUB SECRETARIES AND REFEREES AS PUBLISHED IN THE ISSUED LISTS.

Should any team be unable to fulfil a fixture they shall notify the League Match Secretary, their opponents and Referee immediately. Such notification does not prevent a team being dealt with Under Rule 12. Clubs failing to comply with this Rule may be fined at the discretion of the League Management Council. A Referee unable to fulfil an appointment shall immediately notify the League Match Secretary and Home Team Secretary. When an official is not appointed by the league, or the appointed official fails to attend, the match must be played if either team has a qualified official available. Priority shall be given to an official made available by the home team. A team refusing to play a match when a qualified official is available shall be dealt with in accordance with Rule 12 (Failures).

## 12. FAILURES

Any Team in the Under 16, 15, 14, 13 & 12 Divisions failing to fulfil a League engagement shall at the discretion of the League Council have 3 points deducted from their record for the 2nd occurrence and any subsequent occurrence.

Any team failing to fulfil its league engagements shall at the discretion of the League Council be fined a sum not exceeding £20.00 for the first offence, £30.00 for the second offence and for the third offence shall be fined a sum not exceeding £50.00 and may be expelled from the League.

When the game is not played, the Secretaries of both Clubs must advise the League Match Secretary in writing within 5 days and include full details regarding failure or will be dealt with as the League Council deem fit. In the case of the opponents failing to field a team, correspondence is not required from the non-offending club if they have been advised of the postponement by the relevant match secretary. Teams who withdraw from the League will have their records deleted from the League.

### **13. TEAM SHEETS**

Team sheets to be completed in full with the name of the substitutes and where applicable the Club Linesman and handed to the Referee at least 15 minutes prior to Kick-Off. Referees must sign team sheets/match result cards and insert time of kick-off and score for both Clubs and indicate Cautions, Sending-offs in the columns provided. Referees must report to the League Match Secretary any instance of team sheets not being presented for signature.

The Secretaries of both Teams must forward the team sheet within 5 days of the Match to the League Match Secretary or in default will be fined a sum of £5.00. Any Club sending a team sheet which is not correct or completed in its entirety, or does not contain the correct names of all players who took part in the game shall be fined the sum of £5.00.

The home club must advise the match secretary, or nominated person, of the match result no later than 5.30pm for week end games and 9.00pm for mid-week games, on the day of the fixture. Clubs failing to do so will be fined the sum of £5.00.

### **14. PROTESTS**

A protest will not be accepted in respect of ineligible players or inaccurate team sheet unless a protest fee of £30 is lodged with the league secretary within five business days of the date of the match to which they refer. Failure to submit the fee shall render a protest void. If a protest fails, the fee shall be forfeited to league funds. The protest is to be emailed to the league secretary and copied to the secretary of the club against whom the protest is made within five working days of the match.

### **15. INELIGIBLE PLAYERS**

When a club has been proven to have played an ineligible player or players, the following action will be taken. Any club who has been found guilty of playing an ineligible player will be deemed to have lost the fixture. The defaulting clubs shall be fined up to a maximum of £20.00 per player. For a second or subsequent offence the fine shall be doubled and the Club liable to expulsion.

### **16. GROUNDS**

Whatever the state of the weather, unless there is specific notification from the relevant local authority, where applicable, or unless a decision is made by a qualified official as to the fitness of the ground on which matches are due to be played teams must proceed to the field of play and await the match referee's decision re. fitness of ground. If the match is not played the home Team must pay the Referee's half fee. All protests with regard to the state of the ground must be lodged in writing with the Referee before the match. League officials shall not be refused admittance to any ground on which matches organised by the league are to be played.

### **17. APPOINTMENT OF REFEREES AND LINESMEN**

All Referees must be registered with The South Wales Football Association before 1st August Annually. Referees to be at the ground at least 30 minutes prior to kick-off.

Referees causing matches to kick-off late will be dealt with as the League Council deems fit. The League Management Council reserve the right to appoint neutral assistant referees when necessary, who must be registered Referees.

### **REFEREES DUTIES**

All appointed Referees must in the event of their not being able to officiate, notify the Fixture Secretary, who shall have the power to appoint a substitute. Any referee failing to give sufficient notice shall be dealt with by the League Management Council. Referees and assistant referees' fees. (Rule 4). Clubs must provide an adult assistant referee for each match.

### **18. DISORDERLY CONDUCT.**

In order that the league Competitions may be carried on in a fair and sportsman-like manner, the Referee is empowered in all matches to put down the slightest attempt at rough play or intimidation. They also have the power to close the game at any time for the same cause or where the interference of spectators incites to any display of feeling of rough play, in which case the spectators at any match stopped on this account cannot claim any return of money paid for admission.

### **19. MISCONDUCT**

All reports of misconduct by players, officials or spectators must be reported direct to the South Wales Football Association, on the forms provided, which must not be used for any other purpose, within two days of the match. All such reports will be dealt with by that body.

### **20. INDUCING A PLAYER TO LEAVE A CLUB**

Any Club found guilty of inducing or attempting to induce a bona-fide player or players of another League Club to join it, shall be dealt with by the League Management Council, and shall be liable to expulsion and shall be reported to The South Wales Football Association.

### **21. MATTERS NOT PROVIDED FOR**

The League Management Council shall have the power to deal with any other matter not provided for in these Rules.

### **22. ANNUAL REPORT AND BALANCE SHEET**

The Annual Report and Balance Sheet shall be forwarded to each Club at least seven days before the date of the Annual General Meeting. After the approval of the Balance Sheet a copy shall be sent to The Secretary of The South Wales Football Association. The Accounts of the League shall close on 31st May Annually.

### **23. CLUBS DISBANDED**

Any Club being disbanded, the players of that Club will be eligible to play for another Club, subject to the consent of the League Management Council, but to be transferred subject to FAW Rules and regulations.

### **24. LEAGUE CORRESPONDENCE**

Any Club failing to reply to League correspondence when requested will be liable to a fine at the discretion of the League Management Council.

### **25. FINES**

All fines must be paid within thirty-one days. Failure to comply will be dealt with as the league council deem fit. Any fines not paid within the stated period will result in a further £20 Fine and fixtures suspended pending full payment.

Any cheques which are returned as unpaid will incur an additional fine of £10 payable within the outstanding fine within 7 days.

## 26. INFRINGEMENT OF RULES

Any infringement of League Rules shall be dealt with by the League Management Council. Failure of a Secretary, or representative of a Club to attend the Annual General Meeting, Presentation or any meeting of the League Management Council when requested to do so shall render the offending Clubs liable to a fine of £25

## 27. APPEALS

Any Club being dissatisfied with the decision of the League Management Council must appeal to The South Wales Football Association on payment of the appropriate fees as directed by the body and final appeal to The Football Association of Wales on payment of the appropriate fees. Copy of Appeals to be sent to the League at the same time. Failure will result in the Club being dealt with as the League Council deems fit.

## 28. TROPHIES

Medals or mementos shall be awarded to the declared Winners and Runners Up in each competition at the discretion of the League Management Council. The league will provide 16 individual mementos for each honour. When the winning side has been ascertained, the League Management Council shall deliver the Trophy to the representative of such Club at a meeting or function to be convened for that purpose. Clubs will be required to sign for the receipt of the Trophy when receiving the said Trophy. All Trophies of the League must be insured by the League. League trophies must be returned to the league secretary not later than the last Saturday in **February** (upon request from LMC). A club failing to return trophies on time shall be fined the sum of £20 for each trophy returned after the stated date. Trophies must be returned in a presentable condition. Failure to do so will result in the club being charged for cleaning each trophy.

# CUP RULES

The following additional rules shall apply to Cup competitions. Unless states, League rules will also apply.

## 1. NAME OF COMPETITIONS

The competitions shall be called 'The under 16, 15, 14, 13 & 12 Cups' (unless carrying a specific person or organisations name) respectively and shall be managed by the Council of League. The rules of these competitions shall be the same as the rules covering the operation of the league with the following exceptions. The Bridgend Port Talbot junior league may offer additional cups depending on fixtures and agreement with Clubs.

## 2. ELIGIBLE TEAMS

The Cup Competition shall be open to teams in their respective age groups of the Bridgend Port Talbot Junior Football League.

## 3. APPLICATIONS AND FEES

Entry into the appropriate Cup Competitions will be automatic upon acceptance of the team into the League. In all rounds of the league cup competitions, up to and including the semi-finals, the total cost of each league cup match shall be shared equally between the competing teams. The cost of ground hire in finals, and the cost of match officials in cup finals shall be paid by the league.

## 4. QUALIFIED PLAYERS

A player shall not play for more than one competing team in the same season. In respect of all cup competitions a bonafide player is one who has been registered at least seven days prior to the match, or who has played a minimum of three league matches for the appropriate team, unless special sanction of the league management council has first been obtained prior to the match being played. Protests regarding the playing of ineligible players will be dealt with in accordance with League Rule 14 (Protests).

If the Council has any doubt as to the qualification of any player competing in these Competitions, it shall have the power to call upon such player or the Club to which he belongs or for which he has played, to prove to the satisfaction of the Council that he or she is properly qualified according to the Rules, and failing such satisfactory proof, the Council shall have the power to disqualify such a player and remove the team for which he has played from the Competition, and may be dealt with as the League Council deem fit. In the case of any player being found ineligible, the team playing him must be adjudged to have lost the match. Any Club leaving the ground before the expiration of the game must be adjudged to have lost the match. In case of postponed, drawn or replayed matches only those players who were eligible on the original conference date of the round shall be eligible to play.

## 5. CUP TIE SYSTEM

Matches shall be played on The South Wales Football Association Cup-tie system and the first drawn Club shall have the choice of grounds. Unless the League Management Council shall decide that the first Clubs drawn in the semi-finals shall have the choice of grounds, the finals must be played on a ground or grounds chosen by the League Management Council, and the gate receipt shall go to League funds.

ANY CLUB FAILING TO PLAY ON OR BEFORE THE CONFERENCE DATE WILL BE STRUCK OUT OF THE COMPETITION AND FURTHER DEALT WITH AS THE LEAGUE MANAGEMENT COUNCIL MAY DEEM FIT.

Extra time will be played in all rounds when necessary. Under 16, 15, 14, 13 & 12 Divisions shall be 10 minutes each way. If at the end of extra time the scores are still level, the tie will be decided by the taking of penalty kicks.

The League Council shall have the power to exclude from this season or any subsequent season's Competitions any Club, Club Official or player whose conduct has been in the League Council's opinion objectionable.

#### **5.1 POSTPONED CUP TIES**

In the event of any Cup tie being postponed for bad weather on two separate occasions, the venue for the tie shall be changed to the opponents' ground.

#### **6. COLOURS**

Every player must wear the distinctive colours of the team for which he is a playing member, and should two teams have similar colours the away team shall change its colours. Should both teams concerned in the semi-final or final tie have similar colours then both teams must change.

#### **7. TROPHIES**

Cup Rule in accordance with League Rules 28

# MINI FOOTBALL RULES & REGULATIONS

## INTRODUCTION

The Football Association of Wales (FAW) recognises that children do not perform the same as adults in an 11 a side game. Therefore a modified version is required to meet the development needs of young players while maintaining all the features and essence of the full game. Mini Football is recognised by the FAW as the only form of football in Wales for children under 11 years of age.

## WHAT IS MINI FOOTBALL

Mini Football is a modified version of the 11 a side game. It gives the children the chance to play real football, for a real team, whilst experiencing an enjoyable and fun introduction to football through small sided games.

## MEETING THE NEEDS OF CHILDREN

All available research shows that children have more fun and learn more playing a game within smaller teams. Mini Football is therefore ideal for girls and boys under 11 years of age in terms of maximising their enjoyment and technical / skill development.

## IF CHILDREN ARE TO ENJOY AND TAKE PART IN FOOTBALL THEY NEED TO:

1. Take an active part in the game and have fun without any pressure from parents, coaches and managers.
2. Learn to play within a team
3. Understand and observe the rules of football
4. Develop the skills and techniques to play football
5. Be able to take part whatever their ability
6. Have plenty of contact with the ball

## KEY VALUES OF MINI FOOTBALL

Mini football is for girls and boys aged 5 to 11 of all abilities who are interested in football (all children of primary school age). The FAW believes that children should learn how to compete to win fairly, skillfully and within the rules of the game. **At this age striving to win is more important than the outcome, winning is not everything, making the effort is.**

## Mini Football

- ✓ Recognises that children do not perform and compete as adults and therefore its rules are adapted to meet the needs of children
- ✓ Has all the features of real football for children
- ✓ Recognises the value of competitiveness for children and provides an appropriate environment.
- ✓ Sets a standard and a framework of behaviour on and off the pitch.
- ✓ Is for boys and girls regardless of their ability.

## Skill Development

- ✓ There is more contact with the ball in Mini Football, leading to a better technique. In 11 v 11 the ratio of ball to outfield player is 1:20, because there are fewer players in mini football, each player has more regular contact with the ball. More contact with the ball helps players practice technique and develop technique into a skill through 1 v 1 competition.
- ✓ Decision making is easier and occurs more often because of the smaller numbers involved. As a result, the players will gain a greater understanding of the game. The basic football situations are easier to see and simpler to solve.
- ✓ Because the ball is never far away from the player, the chance of developing concentration is greatly increased. Playing 11 a side football, many children lose interest in the game, as the ball is out of their immediate vicinity and they quickly become bored spectators.

- ✓ Fewer players, more space and simpler decisions will encourage more movement of players whatever the situation.
- ✓ More contact leads to more participation and usually, more enjoyment, success is easier to achieve.

## MINI FOOTBALL IS THE BASIS OF ALL FOOTBALL

Small sided games have been played for hundreds of years in the street, the playground, or on the beach and many professional teams use them as a basis for their coaching. They invariably lead to basic football situations, such as 1 v 1, 2 v 2 and 3 v 3, so typical of the 11 a side game. Mini Football, through its dynamic tempo, produces more vigorous exercise than 11 a side football and so helps to improve children's core components of fitness – speed, agility, balance and co-ordination.

## ORGANISATION OF MINI FOOTBALL

The general aim of Mini Football is to provide a safe, supervised environment for children to enjoy their introduction to the game.

### 1. Playing Surface

- 1.1 Mini Football pitches may be specifically laid out on any suitable open spaces or conventional grass or Astroturf football pitches which can be converted for Mini Football.
- 1.2 There must be no debris or dangerous hazards either on the field of play or in the immediate surrounding area.
- 1.3 Markings **must** be laid out with the use of conventional lines, marker discs or small cones.

### 2. Playing Equipment

- 2.1 Children **must** wear footwear suitable to the surface being played on.
- 2.2 All children **must** wear suitable shin guards.
- 2.3 All jewelry **must** be removed.

### 3. Organisation of games, festivals and fun days

- 3.1 The FAW believe that the game of Mini Football provides the children with the necessary introduction to competition. The game itself is a sufficient skill development challenge for children.
- 3.2 **As a consequence no league or knockout competition must be organised (or will be sanctioned by the FAW) involving Mini Football.**
- 3.3 Matches can be scheduled in a number of different ways to be determined by the Junior League.
  - 3.3.1 On a Home and Away basis as determined by the organizing Junior League
  - 3.3.2 On a round robin basis, where 3 or 4 teams play at a venue against each other, teams can rotate on and off the pitch having rest breaks when not playing.
  - 3.3.3 On a festival basis where a number of teams play round robin games at a central venue. Each team plays against each of the other teams, on completion of the first round of matches, one team will remain on each pitch while their opponents move onto the next pitch. This format is followed until all of the teams have played each other, or have played a suitable number of games. Coaches / Managers should ensure suitable breaks are provided between games.

## BEHIND THE LINE, BEHIND THE TEAM CAMPAIGN

This is mandatory at all Mini Football age groups. As a consequence at all Mini Football games clubs **MUST**:

1. Create a 'Buffer zone' that runs parallel to the pitch, ideally two (2) metres from both touchlines, a smaller buffer zone can be used where space does not allow for 2 metres.
2. Buffer zones should be marked with cones or an additional marked line
3. Only players, designated coaches and first aider allowed within zone.
4. All other spectators must watch from behind the buffer zone lines.
5. NO spectators are allowed to stand on the goal line or behind the goal.



## THE RULES OF MINI FOOTBALL

The rules are simple and as near to real football as possible. A game leader, who is urged to be as flexible as possible with the youngest children, must supervise the game from the touchline.

Rules are explained as the game proceeds, (for example, hand ball). It may be necessary to demonstrate in certain instances, how to restart the game (e.g. throw in, corner kicks)

### 1. PLAYERS ELIGIBLE

- 1.1. Mini Football is for boys and girls in Academic Years one (1) to six (6)
- 1.2. An Area Association can extend in its area the scope and application of the Mini Football Regulations to cover Academic Year seven (7) (refer to FAW Rules 67 and 69.4). For the format and rules for Academic Year 7 refer to clause 18. (9v9 Mini Football) in these regulations.
- 1.3. Mixed football (girls and boys playing together) is permitted for academic years one (1) to six (6)

### 2. AGE GROUPS

- 2.1. Must be a minimum of a one academic year and a maximum of two academic years
- 2.2. A mini player **must** participate in the age group relevant to their academic year as defined by these regulations and with the structure of the League in which they play in.
- 2.3. For the purposes of age groupings, an academic year begins on the 1<sup>st</sup> September and ends on the 31<sup>st</sup> August of the following year. Academic year 1 (one) is the year when a player reaches his / her 6<sup>th</sup> birthday.

### 3. TEAM SIZE, PITCH SIZE AND BALL SIZE

- 3.1 Must be implemented as below in the table

Age Group	Number of Players	Size of Pitch (length x width)	Size of Ball
Under 7	4 x 4 No Goalkeepers	30 x 20 yards	3
Under 8	5 x 5 Goalkeepers introduced	30 x 20 yards	3
Under 9	6 x 6	40 x 30 Yards	3
Under 10	7 x 7	60 x 40 yards	4
Under 11	8 x 8	60 x 40 yards	4

### 4. GOAL SIZE

- 4.1. The maximum goal size for all age groups is 12ft x 6ft.
- 4.2. It is highly recommended that under 7 and Under 8, a smaller goal is utilized. This can be achieved through using cones, placing a 12ft x 6ft mini goal face down or using specific smaller goals (such as pop up goals).

## 5. THE GOAL AREA

- 5.1 Must be marked by conventional lines or cones on the touchline and a small number of marker discs on the playing area
- 5.2 The goal area extends a set distance from the goal line and is also a specified width. See the table below:

Age Group	Distance from Goal Line to Edge of Area (Length)	Width of Penalty Area
Under 7	No Goal Area	No Goal Area
Under 8	5 yards	10 yards
Under 9	8 yards	15 yards
Under 10	10 yards	20 yards
Under 11	10 yards	20 yards

## 6. MATCH DURATION

- 6.1 A mini player can only play a maximum of 60 minutes sanctioned match time in one 24hr period.
- 6.2 For under 7 and under 8 players, this **must** be broken down into a maximum of either 15 minute individual periods of play or games.

## 7. SUBSTITUTES

- 7.1 Any number of substitutes may be used at any time (Rolling Substitutes).
- 7.2 Players may re-enter the game and **all substitutes must** have a period of play.
- 7.3 As far as possible there should be equal playing time for each player.

## 8. KICK OFF

- 8.1. The Kick Off is taken in the centre of the playing area to start the game and after a goal has been scored.
- 8.2. The opposition **must** be three (3) yards away

## 9. BALL IN & OUT OF PLAY AND METHOD OF SCORING

- 9.1 Law 9 (ball in and out of play) and 10 ( The method of scoring) apply to Mini Football.

## 10. OFFSIDE

- 10.1 There is no offside (law 11) in Mini Football (up to and including U/11)

## 11. THROW IN

- 11.1 Although Law 15 (The Throw In) applies and the throw in should be taken in the normal way, the game leader can show flexibility.

## 12. CORNER KICKS

- 12.1 Law 17 (The Corner Kick) applies to corner kicks except the opposition **must** be at least three (3) yards away.

## 13. FREE KICKS

- 13.1. Law 12 (Fouls and Misconduct) applies to free kicks, although they are all **indirect** and the opposition **must** be at least three (3) yards away.

#### 14. GOALKEEPERS

1. Can handle the ball in their penalty area and there are no restrictions on the number of steps they may take holding the ball.
2. The Goalkeeper can leave the penalty area but cannot handle the ball outside the penalty area
3. When handling the ball in the penalty area:-
  - 3.1. Under 8's and 9's can either throw or kick the ball out of their hands
  - 3.2. While Under 10's and 11's can throw the ball out of their hands or kick the ball on the ground but can then be challenged by opponents

#### 15. GOAL KICKS

- 15.1 Under 7 - Are taken anywhere on the goal line
- 15.2 Under 8,9,10 & 11 - are taken from the edge of the goal area
- 15.3 Under 8,9,10 and 11 - the ball must be kicked out of the goal area before another player touches it
- 15.4 Under 8's and 9's - Goalkeepers may take the goal kick from their hands
- 15.5 In all age groups the opposition players must be at least 5 yards away

#### 16. PLAYERS IN THE GOAL AREA

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

#### 17. PASS BACK TO GOALKEEPER

- 17.1 Players can pass the ball back to their own goalkeeper, for the goalkeeper to handle the ball.

#### 18. UNDER 12 9v9 FOOTBALL (SEE LEAGUE RULE 12)

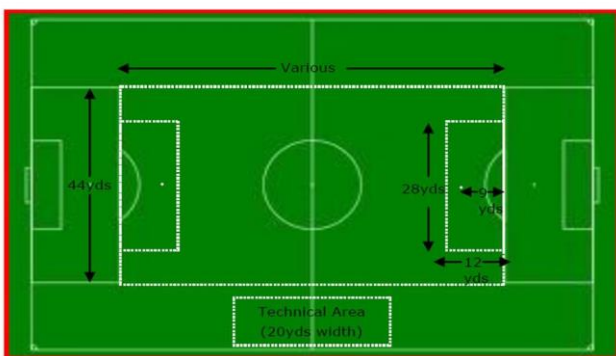
##### 18.1 Team Size, Pitch Size and Ball Size

- 18.1.1 Must be implemented as below in the table:-

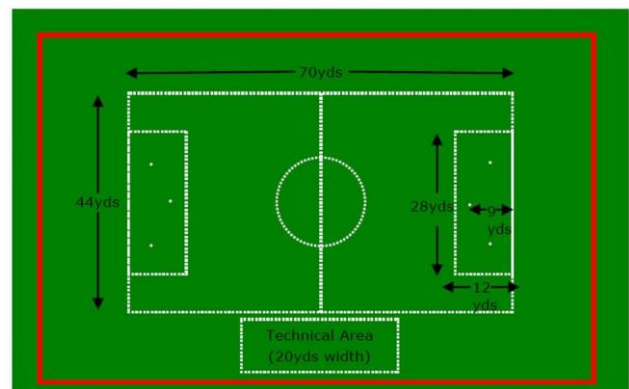
Age Group	Number of Players	Size of Pitch (length x width)	Size of Ball
Under 12	9v9	70x44 yards	4

- 18.1.2 An 11v11 pitch can be adapted for the 9v9 format, utilizing the width of the penalty area (44 yards) for the 9v9 pitch width and the distance from penalty box to penalty box for the 9v9 pitch length. See diagrams below for guidance:

9v9 pitch on a 11v11 pitch



Specific 9v9 pitch



##### 18.2 Goal Size

The goal size is 16 foot (width) x 7 feet (height).

### 18.3 Penalty and Goal Areas

- 18.3.1 The Penalty area must be 28 yards wide and 12 yards from the goal line. A penalty spot should be marked 9 yards from the goal line.
- 18.3.2 A Goal Area is not necessary, but goal kicks are to be taken approximately 4 yards from the goal line. A painted marker 4 yards from each post is sufficient for guidance.
- 18.3.3 For dedicated 9v9 pitches a goal area can be marked out. This is to be 4 yards from the goal line and 4 yards from each goal post towards the corner.

### 18.4 Match Duration

- 18.4.1 A game must be a maximum of 70 minutes, split into two halves of 35 minutes. The duration of half time should not exceed 15 minutes.

### 18.5 Substitutes

- 18.5.1 Teams may play up to seven nominated substitutes, whose names, together with the nominated linesman, must be given in writing on the match card to the referee fifteen (15) Minutes prior to the game. **Failure to do so will not entitle the offending side(s) to have substitutes in this fixture.**
- 18.5.2 All players should have a period of play.

### 18.6 Kick off

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

### 18.7 Ball In and Out of Play and the Method of Scoring

- 18.7.1 As per the 'FIFA Laws of the Game' - Law 9 (Ball in and out of play) and 10 (The method of scoring) apply to 9v9 Mini Football.

### 18.8 Off-Side

- 18.8.1 As per the 'FIFA Laws of the Game' - Law 11 'Off-Side' applies to 9v9 Mini Football.

### 18.9 Throw In

- 18.9.1 As per the 'FIFA Laws of the Game' - Law 15 'The Throw in' applies to 9v9 Mini Football.

### 18.10 Corner Kicks

- 18.10.1 As per the 'FIFA Laws of the Game' - Law 17 'The Corner Kick' applies to 9v9 Mini Football.

### 18.11 Free Kicks

- 18.11.1 As per the 'FIFA Laws of the Game' - Law 12 'Fouls and Misconduct' applies to 9v9 Mini Football.

### 18.12 Goalkeepers

- 18.12.1 Can handle the ball in their penalty area and there are no restrictions on the number of steps they may take holding the ball.
- 18.12.2 The Goalkeeper can leave the penalty area but cannot handle the ball outside the penalty area.
- 18.12.3 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.
- 18.12.4 Pass Back to Goalkeeper - Players **cannot** pass the ball to their own goalkeeper, for the goalkeeper to handle the ball.

### **18.13 Goal Kicks**

18.13.1 All goal kicks must be taken from the ground (refer to 18.3.2 for location).

18.13.2 The ball must be kicked out of the penalty area before another player touches it.

### **18.14 Players in the Goal Area**

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

### **18.15 The Referee**

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

*For further info on the laws of the game please refer to the 'FIFA Laws of the Game document'.*