

Monmouthshire Junior Association Football League



Affiliated to The Gwent County Football Association

Handbook and Official Rules Season 2024-25

**Includes Standard GCFA Junior League Rules
Monmouthshire Junior League Cup Rules
FAW Small Sided Football Regulations**

SEASON 2024 – 2025

LEAGUE NOTIFICATION OF DAYS AND TIMES OF KICK-OFF

Refer to League rule 12 for more details, variation of kick-off time and days!

Sunday games

The scheduled kick-off time for under 15s is 2:00pm on Sundays.

The scheduled kick-off time for under 13s 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 12s is 11:00am

It is not possible for Monmouthshire Junior league to run U7s to U11s at Central venues. Fixtures are played at club grounds.

Kick-off time for U7s to U11s 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.

Midweek games

Kick-off time is 6:15pm

SMALL- SIDED FOOTBALL RULES

Please note that League rules do apply to small sided football where they are not covered in the small -sided football regulations. This includes but not limited to:

Broken Fixtures

Postponement of Fixtures

Abandoned Fixtures

Teams playing Ineligible Players

Notifying the league of a home ground change

Notifying the visitors of home ground

Confirm lineup on Comet on day of match

Update result on Comet for U12s/U13a

Monmouthshire Junior Association Football League

Officers & Committee 2024-25

PRESIDENT:

Mr R Morley

LIFE MEMBERS:

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

CHAIRMAN:

Mr L Parsley

VICE CHAIRMAN:

Vacant

GENERAL SECRETARY

Mr D Harris,
Tel: 07988904690

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

Club secretaries one per club

JUNIOR CLUBS IN MONMOUTHSHIRE - SEASON 2024-25

ABERGAVENNY RHINOS

ABERGAVENNY TOWN

:

CAERWENT JUNIORS

CALDICOT CASTLE:

CALDICOT TOWN

CHEPSTOW GARDEN CITY

CHEPSTOW TOWN

MARDY JUNIORS

MONMOUTH TOWN:

PORTSKEWETT & SADBROOK

RAGLAN JUNIORS

TINTERN ABBEY

THORNWELL RED AND WHITE

UNDY ATHLETIC

USK JUNIORS

Clubs in Newport Junior league will be joining our U13s and U15s competitions this season as we run joint leagues with Newport.

Newport Junior League will be running the U14s and U16s competitions.

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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: STANDARD GCFA JUNIOR LEAGUE RULES

1. COMPETITION

The League will operate divisions, based upon demand, and may combine with other League/s for individual division.

- a. Competitive Football (11-a-side) - Under 14, Under 15 and Under 16.
- b. Competitive Football (9-a-side) - Under 12 and Under 13
- c. Where the League decides 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 31st August at the commencement of the season.

In normal circumstances, the league will run one 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 use the head-to-head results to determine the League winners; if the clubs still cannot be separated, 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 the 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 apply before 31st July each year and will be accepted into the league at the discretion of the League Management Committee and will be notified of their acceptance or otherwise by 1st September each season. Clubs must provide a current Gwent County Football Association Affiliation Number. All clubs applying will be expected to attend a meeting with the League before their acceptance into the League can be considered.

Clubs wishing to enter the League will be required to supply evidence that they are properly formulated, have a club constitution that meets the needs to all their players, coaches and volunteers, must specify who the members of the club are and their voting rights, must include a documented disciplinary process including the right of appeal to any sanctions imposed. In addition, the club must have properly formulated Safeguarding policies that are compliant with FAW regulations, have a code of conduct that

is available to all members and must be able to prove their financial solvency. All of the club documents must be available to all members and the League upon request.

The League may accept late applications from clubs but clubs applying to join a league after the commencement of the current playing season will only be allowed to join if there is a vacancy, i.e. an odd number of teams in a division.

Clubs making false statements in support of their application to join a league will be fined as in Appendix A.

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. Failure to comply, will result in a fine as in Appendix A.

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 and shall not use another ground for home matches unless by agreement of the League Secretary. Where a club has insufficient pitches for all the competitive age group teams separate home grounds for separate teams are permissible provided agreement with the League is obtained. It is the club's responsibility to ensure all home grounds are registered on COMET for each team.

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 may be liable to a withdrawal fee as in Appendix A. 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.

Clubs failing to inform the League of a change of ground for a League game will be fined as per Appendix A.

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 any Junior League.

COMET registration details 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.

Clubs are responsible to ensure that a head and shoulders photograph of the player is cropped to the Comet System, maintained, and kept up to date throughout the period of the players registration.

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. ONE PLAYER, ONE CLUB FOR PLAYERS UNDER 6 TO UNDER 11

Academy:

Players in the Under 6 to Under 11 age groups will be permitted to register with a Junior Club whilst continuing to attend training sessions and Closed Friendly Matches only for a recognised FAW Academy without being registered. The FAW recognises the value that continuing to participate with friends at a Junior Club, whilst still benefiting from training at a recognised FAW Academy will bring.

Definition of a Closed Friendly Match:

A game of Association Football or a modified version of the game which is not an Official Match which is played between two (2) teams (whether or not from different Clubs) but is not made open for the public to attend. (no parents can watch).

10. 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.

11. 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.

12. DAYS AND TIMES OF KICK OFF

The League will notify clubs before the commencement of each season match days and times of kick offs. The League will reserve the right to vary the time of kick off of individual games dependent upon the availability of the facility.

The League will endeavor to allocate KO times when fixtures are released. The League decision will be final on a KO time and the game must go ahead or be dealt with as a broken fixture.

The League's Under 12 to Under 16s will be notified of the date of the first fixture by the League Secretary. If clubs have one venue available, the League will accept a kick-off time agreeable between the two clubs. The league holds the right to set an alternative KO time, and this decision will be final.

Where possible, the Under 6s to Under 9s teams will attend central venue locations at the designated time slots available.

Under 6's to Under 11s will commence in September; the League will notify the clubs of the date of the first fixture. If clubs have one venue available, the League will accept a kick-off time agreeable between the two clubs. *The league holds the right to set an alternative KO time, and this decision will be final.*

Clubs wishing to kick off a league fixture at a different time to what is scheduled must apply to the League Secretary in writing, with a copy to their opponents, 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.

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

- i. 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.
- ii. 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).
- iii. Clubs may request to kick-off at a different time or play the fixture on an earlier date. For instance, where there is ground congestion. This is subject to agreement with the opponents and needs sanction from the league.
- iv. 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.

- v. 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.

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 details 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 of the team sheet and COMET registered coaches and first 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 or by telephone at least 72 hours preceding the match, confirming details of the arrangements.

When email is used clubs MUST check that there has been a response from the opponents. Clubs failing to confirm will be fined the sum as in Appendix A.

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 on navy shirts. 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 12, UNDER 13 and UNDER 14: 35 minutes in each half.

UNDER 15 and UNDER 16: 40 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 12 and 13: Size 4

UNDER 14, UNDER 15 & UNDER 16: Size 5

Failure to provide a ball of the size required will result in a fine as in Appendix A.

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 as in Appendix A.

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 as in Appendix A.

21. RESULTS/MATCH REPORT/TEAM LINE UP

- a) Both clubs involved in each scheduled fixture are responsible for submitting and confirming their team line up. Teams who fail to submit and confirm their team line on the COMET APP at least 30 minutes before the kick-off will be fined as in Appendix A.
- b) 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 as in Appendix A.
- c) **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 as in Appendix A.
- d) Clubs falsifying a match report sheet will be fined as per Appendix A.

MATCH DAY PROTOCOLS 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. This must be done, at the game, by a Club Official
- 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 team's pitch side - especially when the weather deteriorates, or venues with bad mobile signal coverage. [competition-management/using-match-timer-COMET-football-app/](#)
- At the end of the game, the home side in under12's to under 16's, enters scores as follows: 1-0 for a home win, 0-1 for an away win, 1-1 for a score draw. In all other age groups, **NO 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.

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 fourteen (14) 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.** In the event of pitches being unfit for play, then matches may be switched to private grounds or 3G pitches. Providing both parties are in agreement for this to take place and the league are notified of changes.

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 in Appendix A. They will also be liable for any costs incurred by their opponents.

The offending club shall be fined the sum as in Appendix A for the first and second offence. A Club committing a third offence will be liable to a fine as in Appendix A and 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.

The defaulting club shall pay such expenses of opponents as the league direct and shall be fined as in Appendix A.

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/COMPLAINTS

Protests must be lodged with the League Secretary by Email within 7 days of the match to which they refer to, the club must pay a £25.00 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.

If there is a misconduct issue in a game where there is a referee (club referee or Association referee), the referee should send the misconduct report to the GCFA Disciplinary Officer Kevin Jones, on the Report Form available on our website www.gwentfa.co.uk/forms.

If an away team makes a complaint of alleged misconduct by an opposition team, where there is no referee i.e. small sided football, or where there is an Association Referee/Club Referee who, either did not see the alleged misconduct, or is not sending in a report of misconduct, the complaint must be forwarded to GCFA Disciplinary Secretary Kevin Jones, accompanied by the standard fee of £50.00, returnable if the complaint is upheld. If, at the hearing, it is found that the referee did not send in a report

of misconduct, even though he/she witnessed the incident, he/she will be charged with failing to carry out the duties of a referee.

If a team makes a complaint of an alleged safeguarding issue by an opposition team – the complaint must be given to the Safeguarding Officer of the complainants Club to investigate and decide if it is a safeguarding issue or misconduct. If the Safeguarding Officer of the Club decides it is misconduct, the complaint must be forwarded to the GCFA Disciplinary Secretary, accompanied by the standard fee of £50.00, returnable if the complaint is upheld. If the Club Safeguarding Officer decides it is a Safeguarding issue and cannot resolve the complaint, then the complaint must be forwarded to the League Safeguarding Officer for he/she to investigate. If the Leagues Safeguarding Officer decides it is misconduct, then he/she should return the complaint to the Club for them to send to the GCFA Disciplinary Secretary Kevin Jones accompanied by the standard fee of £50.00, refundable if the complaint is upheld. If the League Safeguarding Officer decides it is a Safeguarding issue and cannot resolve the issue, then the complaint must be forwarded to the GCFA Safeguarding Officer Stephen Brooks for a final decision on how the complaint could be resolved.

Please note the following: Clubs who have their complaint upheld, will have their £50.00 returned. At any hearing, if it is found a Club Referee failed to report misconduct, he/she will be charged with failing to carry out his/her refereeing duties.

31. ABANDONED GAMES

30.1 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.

30.2 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.

30.3 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.

30.4 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.

30.5 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 business 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.

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 a maximum of 18 medals to the winners and a maximum of 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 a maximum of 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 insure 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. Failure to return Cups/Trophies when requested will be fined as per Appendix A.

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 by the Gwent County Football Association. 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 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 seven (7) business days will be liable to a fine as in Appendix A.

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 three (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 9:00pm 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 as in Appendix A.

- 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. CHANGES TO COMET SYSTEM

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

45. 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.
- 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.

46. 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.

47. STANDING ORDERS FOR LEAGUE MEETINGS

i. 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.

ii. 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.

iii. 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.

iv. MATTERS NOT BEFORE THE MEETING

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

v. 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.

vi. RESOLUTIONS ETC. NOT TO BE WITHDRAWN

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

vii. AMENDMENTS TO BE RELEVANT

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

viii. REJECTED AMENDMENTS

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

ix. 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.

x. 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.

xi. 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.

xii. 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.

xiii. 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.

xiv. PRIORITY OF SPEAKER

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

xv. 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.

xvi. 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.

xvii. 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.

xviii. 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.

xix. 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.

xx. DURATION OF MEETINGS

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

Appendix A

| Rule | Brief Outline of Offence | Fine |
|------|--|---------------------|
| 2 | Clubs making false statement | £20.00 |
| 3 | Not notifying league of club information | £10.00 |
| 6 | Withdrawal fee | Maximum £50.00 |
| 7 | Failing to notify the league of a home ground change | £10.00 |
| 14 | Failing to notify the visitors of home ground | £10.00 |
| 17 | Failure to provide match ball of the correct size | £10.00 |
| 18 | Failure to provide corner flags, nets & Assistant referees flags | £10.00 |
| 20 | Late starts | First offence |
| | | Second offence |
| | | Third offence up-to |
| 21a | Failure to confirm and submit their team on the Comet App | £25.00 |
| 21b | Failure to confirm lineup on day of match | £20.00 |
| 21c | Failure to update result on Comet within timeframe | £15.00 |
| 21d | Falsifying a match report | £25.00 |
| 25 | Clubs breaking a fixture | First offence |
| | | Second offence |
| | | Third offence |
| 27 | Teams playing an ineligible player | £50.00 |
| 28 | Search of register | £10.00 |
| 29 | Protests | £25.00 |
| 35 | Failure to return cups and trophies | £10.00 |
| 40 | Failure to answer correspondence | £10.00 |
| 42 | Failure to provide a Buffer Zone | First Offence |
| | | Second Offence |

Section C: LEAGUE CUP RULES

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 be on team roster.

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.

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

Any club that plays an ineligible in the cup 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 the Final 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: FAW SMALL-SIDED FOOTBALL REGULATIONS

FAW | SMALL SIDED FOOTBALL

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 developmental needs of young players while maintaining all the features and essence of the full game. Small Sided Football is recognised by the FAW as the only form of football in Wales for children under 13 years of age.

WHAT IS SMALL SIDED FOOTBALL

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.

MEETING THE NEEDS OF CHILDREN

All available research shows that children have more fun and learn more playing a game within smaller teams. Small Sided Football is therefore ideal for boys and girls in terms of maximizing their enjoyment and technical/skill development.

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

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

KEY VALUES OF SMALL SIDED FOOTBALL

Small Sided Football is for boys and girls aged 5 to 13 of all abilities who are interested in football. The FAW believes that children should learn how to compete to win fairly, skilfully 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.

SMALL SIDED 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 Small Sided Football leading to a better technique. In 11v11 the ratio of ball to outfield players is 1:20, because there are fewer players in Small Sided 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 1v1 competition.
- Decision making is easier and occurs more often because of the small 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 because the ball goes 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.

SMALL SIDED 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 the basis for their coaching. They invariably lead to basic football situations, such as, 1v1, 2v2 and 3v3 so typical of the 11-a-side game. Small Sided 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 coordination.

ORGANISATION OF SMALL SIDED FOOTBALL

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

1. PLAYING SURFACE

- 1.1 Small Sided Football pitches must be specifically laid out on any suitable open spaces or conventional grass or synthetic surface pitches which can be converted for Small Sided 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. these must be made of a suitable material to provide reasonable protection and covered by the socks. The FAW does not advocate the use of 'mini shin pads' as these do not provide suitable protection.
- 2.3 All jewellery must be removed.
- 2.4 Opposing teams must wear colours that distinguish them from each other – either football shirts or bibs can be utilised. Each goalkeeper must wear colours that are distinguishable from the other players. For under 6, 7, 8, 9, 10 and 11 age groups, there is no requirement for shirts or bibs to carry numbers for matches.
- 2.5 **Wearing glasses in football** - The FAW recommend that players who need prescription lenses wear Polycarbonate lenses when playing football, although we recognise that this may not be possible for all children and Match Officials should be more lenient with younger players. It is important to note as stated in the Laws of the Game "A player must not use equipment or wear anything that is dangerous". It is the Match Officials duty to ensure the safety of all participants. As such, if they feel the glasses/frame pose a risk to other players and/or the wearer, they may not allow the glasses to be worn. Match Officials should ensure that if a request has been made to wear glasses or goggles, that as per the Laws of the Game they should be checked and must not be a danger to the wearer or any other player.
- 2.6 **Wearing hearing aids in football** - Players are permitted to wear hearing technology during football matches provided they are comfortable and securely fitted. The decision on whether to wear a hearing aid during a match is up to the player, not the game leader or referee. However, the game leader or referee has a responsibility under Law 4 of the Laws of the Game that if a device of this nature becomes loose when playing they will have to request that the player leave the field of play in order for it to be made secure.

3. ORGANISATION OF MATCHES, FESTIVALS AND FUN DAYS

- 3.1 The FAW believe that the game of Small Sided Football provides 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 cup competition must be organised (or will be sanctioned) involving teams operating at under 6 - under 11 age groups.
- 3.3 Under 6, 7, 8, 9, 10 and 11 - matches are played on a festival/round robin format with a minimum of four teams playing at a central venue, and a minimum of 3 teams at a club-based venue. Leagues and Coaches should ensure suitable breaks are provided between games. Results of festival/round robin matches at these age groups should not be published due to the non-competitive nature of small-sided football.
- 3.4 Clubs that enter multiple teams at small-sided festivals are expected to a mix of player abilities across all teams. For example, there should not be an 'A' and 'B' team made up of perceived strong and weaker players. This is to help ensure a positive playing experience for all participants within small-sided football where the focus should be on fun and skill development.
- 3.5 Under 12 and 13 - matches are played on a 'Home and Away' basis as determined by the organising League.
- 3.6 League and cup competitions may be organised for the 9v9 Small Sided Football format where children from Academic Year seven (7) and eight (8) are involved. For the avoidance of doubt, if leagues operate a two-year age band and a 9v9 fixture involves a Year 6 player (U11), the offer can remain competitive.
- 3.7 All league programmes must be approved annually by the relevant Area Association.
- 3.7.1 **Under 12** - To help with phased introduction of competitive football for this age group, Leagues can organise a maximum of 20 weeks of formal competition. For the remainder of the season, matches must be noncompetitive. At this age group, Leagues must commence their season with an initial non-competitive block of fixtures to ascertain team ability prior to structuring an appropriate competitive offer. It is also important to note that Leagues can organise a number of fixtures during the same week. For example, a League could operate a fixture programme of 24 competitive matches over a period of 20 weeks. All junior leagues must submit their fixture programme to the relevant area association for approval to avoid excessive competitive matches.
- 3.7.2 **Under 13** – Where single age bands apply, Leagues can adopt a full competitive offer at this age group. Leagues operating two-year age bands where there is no under 12 programme, must provide an initial block of non-competitive fixtures followed by a maximum 20 weeks of competition. This is to ensure a phased approach into competition football following the small-sided festival format.
- 3.7.3 Where there is a single age band at under 13, Leagues can offer noncompetitive 11v11 fixtures from 1st March in order to support the transition into Junior Football (under 14 – under 17).
- 3.8 Template resources are available to [download here](#) to assist with fixture schedules, pitch layouts and competition formats.

4. SEASON STRUCTURE

- 4.1 Leagues can organise a calendar of matches that may commence in August and should conclude no later than 31st May.
- 4.2 Leagues can introduce a winter break or an alternative football offer such as Futsal.

5. POSITIVE MATCH DAY CULTURE

- 5.1 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:
 - 5.1.1 Smoking and Vaping is banned from the side-line.
 - 5.1.2 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.
 - 5.1.3 Coaches may support players through questions that prompt them to think for themselves but must not continually shout instructions during matches.
 - 5.1.4 When playing matches, all players in the match day squad should participate in a minimum of 50% of the total playing time available. For example, at an under 10 festival where the total playing duration is 60 minutes, all players within the squad should play a minimum of 30 minutes each. This is to ensure that all participants have adequate playing opportunities to experience small-sided football, develop their skills and ultimately have an enjoyable experience.
 - 5.1.5 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).
 - 5.1.6 All squad members to benefit from the experience of playing in all positions, including goalkeeper for the under 8 to under 11 age groups.
 - 5.1.7 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.
 - 5.1.8 **'Behind the Line, Behind the Team'. Leagues/clubs must:**
 - 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.
 - Buffer zone should be marked portable crowd barriers, cones or an additional marked line.
 - Only players, designated coaches and 1st Aider allowed within zone.
 - All other spectators must watch from behind the buffer zone lines.
 - NO spectators are allowed to stand on the goal line or behind the goal.

6. OTHER FOOTBALL OFFERS

6.1 All formats of the game that include players of small-sided game age must follow the principles set out in this document (e.g. Futsal, walking football).

7. HEADING / CONCUSSION

7.1 Heading is rarely observed in games involving players aged 11 and under. Coaches should continue to emphasise dribbling, passing, retaining the ball and building from the back. To reduce further the instances of heading within games coaches should encourage short corners and short free kicks that remain below head height. New rules changes have been introduced in this document to further decrease the amount of time the ball is in the air (such as a throw in replaced with a pass in for the under 9 age group and below, and goal keepers in the under 11 age group and below are no longer able to kick the ball out of their hands).

7.2 At under 12 and 13 heading may become more likely within the game. However, coaches should continue to encourage a style of play which limits the number of longer passes in the air.

7.3 Heading practice must not form part of training for boys and girls aged under 11 and below.

7.4 Heading practices are a low priority for boys and girls in the under 12 and 13 age groups. When introducing the specific technique of heading for these age groups, The FAW advise: - a maximum of 10 minutes of any duration training session and a maximum of 4 headers in one bout, using self-serve over short distances.

7.5 Age-appropriate size, weight and the correct pressure of the ball must be used.

7.6 If a player sustains a head injury, or suspected head injury, through a collision or heading drill, they must not be permitted to return to the pitch and the coach must advise the parent/guardian to seek medical advice.

7.7 Concussion symptoms may vary and can include dizziness, headache, or unsteadiness. Please refer to the UK Concussion Guidelines for Non-Elite (Grassroots) Sport that will help you identify, manage and prevent concussion affecting players in grassroots football:

[UK Concussion Guidelines for Non-Elite \(Grassroots\) Sport](#)
[FAW Heading Guidelines](#)

A player can only return to football activities (not before day 21) as long as they are symptom free at rest for 14 days.

THE RULES OF SMALL-SIDED 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 players, must supervise the game from the touchline for the under 11 age group and below - this could be a coach, team helper or a qualified referee. For the avoidance of doubt, no person should be officiating the game on the pitch. Rules are explained as the game proceeds (e.g. hand ball). It may also be necessary to demonstrate in certain instances how to restart the game (e.g. a throw in, corner kicks). A referee is introduced at the under 12 age group (the 9v9 format).

1. PLAYERS ELIGIBLE

- 1.1 Small-Sided Football is for boys and girls in Academic Years one (1) to eight (8).
- 1.2 Mixed football (boys and girls playing together) is permitted for Academic Years one (1) to twelve (12).

2. AGE GROUPS

- 2.1 Must be a minimum of a one academic year and a maximum of two academic years.
- 2.2 The table below sets out the relevant playing format and offer for each age banding. However, a small-sided player is permitted to play in the age group directly one year above irrespective of any format changes.

| Age Banding | School Academic year | Age as of 31st August 31 st of the relevant playing season | Playing Format | Max players per team on match day | Structure |
|-------------|----------------------|---|----------------|-----------------------------------|---|
| Under 6 | 1 | 5 | 4v4 | 8 | Festival / Round Robin Format |
| Under 7 | 2 | 6 | 4v4 | 8 | |
| Under 8 | 3 | 7 | 5v5 | 10 | |
| Under 9 | 4 | 8 | 5v5 | 10 | |
| Under 10 | 5 | 9 | 7v7 | 14 | |
| Under 11 | 6 | 10 | 7v7 | 14 | |
| Under 12 | 7 | 11 | 9v9 | 18 | Max 20 weeks competitive offer |
| Under 13 | 8 | 12 | 9v9 | 18 | Fully competitive offer for Leagues operating single age bands (U12 & U13). Maximum of 20 weeks competitive offer for leagues running two-year age bands (U13 only with no U12 League) |

- 2.3 For the purposes of age groupings, an Academic year begins on the 1st

- September and ends on the 31st August of the following year. Academic year one (1) is the year in which a player reaches his / her 6th birthday.
- 2.4 Clubs are encouraged, if practically possible, to run single age group teams as this will help us grow the game and band players together who, in the main, are of similar age, size and football ability. It is recognised, however, that this may not be possible due to limited player numbers.
- 2.5 If leagues run single age band divisions, we would encourage players to play within their relevant age group, however, we do want players participating within a suitable environment and therefore, there are circumstances when an individual playing up an age group should be considered by the club.
- 2.6 If a Junior League feels that based on a player's ability or physicality, he or she should be playing down one-year group, permission to play down must be gained annually in accordance with FAW Rule 88 with approval from the relevant area association.
- 2.7 Where clubs operate single age bands, entire teams are not ordinarily permitted to move up an age group en masse. This approach could benefit some players but may also disadvantage others within a team. If a club wishes to play a whole team up one academic year en masse, this must be communicated in writing to the relevant league secretary and area association secretary evidencing a clear rationale within the request. Teams can only request to move up an age group en masse prior to the commencement of a league season. This will enable leagues to deliver a sustainable games programme for all participating clubs.
- 2.8 Players are allowed to play both within grassroots teams and FAW Licensed Academies from Under 8 to Under 11 age groups only. Where this applies, the grassroots club shall hold the player registration on the Comet platform. For the avoidance of doubt, where an Under 11 grassroots player is playing one year up at Under 12, they may also continue to play academy football at Under 11 age group only as per the one player one club FIFA ruling.
- 2.9 In order to provide relevant training and playing opportunities for girls across Wales, there is additional flexibility with regards to the age bandings that a junior female player or team can request to participate within:
- 2.9.1 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.
- 2.9.2 Girls can request permission to play down up to a maximum of two years within a boys/mixed team or league, or for a Cymru Premier Academy at ages under 12 – under 17. For example, an U12 girl can request permission to play within an U10 boys team / mixed league.
- 2.9.3 Permission for girls or girl's teams to play down two years are managed on a case-by-case basis as follows:
- 2.9.3.1 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.

- 2.9.3.2 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.
- 2.9.3.3 For a junior girl to play down two years in a Cymru Premier Academy, a written letter outlining the rationale must be sent to the FAW Competitions Executive and signed by the Academy Head of Coaching and players' parent.

3. SMALL-SIDED FOOTBALL PLAYING FORMATS 3.1

Must be implemented as below in the table:

| Age Group | Playing format | Max No of players per team | GK or no GK | Pitch Size (length x width) | Goal Area (length x width) | Ball Size | Goal Size (height x width) | Max Playing Duration | Maximum Game Duration |
|-----------|----------------|----------------------------|-------------|-----------------------------|----------------------------|-----------|---|----------------------|-----------------------|
| U6 | 4 v 4 | 8 | No GK | 28 x 20 yards | No Goal Area | 3 | Height: Min 3ft Max 4 ft / Width: Min 4ft Max 6ft | 40 mins | 10 mins |
| U7 | 4 v 4 | 8 | No GK | 28 x 20 yards | No Goal Area | 3 | Height: Min 3ft Max 4 ft / Width: Min 4ft Max 6ft | 40 mins | 10 mins |
| U8 | 5 v 5 | 10 | GK | 35 v 25 yards | 7x12 yards | 3 | 4 x 8 ft | 50 mins | 15 mins |
| U9 | 5 v 5 | 10 | GK | 35 x 25 yards | 7x12 yards | 3 | 4 x 8 ft | 50 mins | 15 mins |
| U10 | 7 v 7 | 14 | GK | 44 x 40 yards | 10x15 yards | 4 | 6 x 12 ft | 60 mins | 20 mins |
| U11 | 7 v 7 | 14 | GK | 44 v 40 yards | 10x15 yards | 4 | 6 x 12 ft | 60 mins | 20 mins |

- 3.1.2 Under 6 and 7 - The FAW suggest using rectangle shaped goals, but PopUp Goals (4ft or 6ft) may be used.
- 3.1.3 Pitches should be marked out to the size detailed in the above table. This may not be possible at every venue. For this reason, a degree of flexibility will be allowed. Pitches should not differ more than 5 yards in length and/or width.
- 3.1.4 Clubs that have a number of teams at a specific age group are expected to have a mix of player abilities across all teams, for example there should not be 'A' and 'B' teams made up of perceived strong and weaker players. This help ensure a positive playing experience for all participants within small-sided football where the focus should be on fun and skill development.

3.2 THE GOAL AREA

Must be marked by conventional lines or cones on the touchline and a small number of marker discs on the playing area (refer to 3.1 for area sizes).

3.3 PLAYING DURATION

3.3.1 Under 6 and 7 – Game duration should not exceed 10 minutes. There is no half time. For example, Leagues could organise 4 x 10-minute games in accordance with the maximum playing duration of 40 minutes.

3.3.2 Under 8 and 9 – Game duration should not exceed 15 minutes. There is no half time. For example, Leagues could organise 5 x 10-minute games or 3 x 15-minute games in accordance with the maximum playing duration of 50 minutes.

3.3.4 Under 10 and 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. For example, Leagues could organise 3 x

20-minute games or 4 x 15-minute games in accordance with the maximum playing duration of 60 minutes.

3.3.5 It is recommended that a Small Sided player should not exceed the playing duration detailed in the above table in a 24-hour period.

3.3.6 When training, coaches should ensure player welfare is the paramount consideration and take a common-sense approach to ensure practice is appropriate for the children for whom they are responsible.

3.4 Coaches & Team Helpers

3.4.1 Clubs are to ensure that each age group squad has at least ONE qualified coach, minimum FAW Football Leaders Award. (CAP 2.3.3). all participating teams must submit a team sheet via COMET on match days. This is to identify what players have participated on any given match day. Teams DO NOT need to submit a team sheet for each individual festival/round robin match.

3.4.2 As per Club Accreditation criteria 2.3.5, all clubs must ensure that there is an adult(s) in attendance who possesses an FAW DBS, FAW Football Leaders Award and FAW First Aid Award for all age group squad's matches and training sessions.

3.4.3 A club may appoint volunteers to the role of 'team helper' with any team. Subject to completion of a FAW DBS check, these individuals can supervise young people to ensure the correct player to adult ratio is maintained. (CAP 2.3.2). For clarity, where a club has multiple small-sided teams at the same age group attending a venue, 1 qualified coach with an FAW Leaders Award must be present along with a first aider. Team helpers with a valid DBS check can assist with the organising of teams at a venue where a qualified coach is present.

3.4.4 As per club accreditation criteria 2.3.1, clubs must adhere to the the following coach to player ratios as outlined below:

| Age group | Qualified coach (has a minimum of an FAW Leaders Award): Players ratio | DBS certified adult: Players ratio | Qualified first aiders (has a minimum of an FAW Emergency Aid Award): Players ratio |
|-----------|---|------------------------------------|--|
| U6 – U8 | 1:16 | 1:6 | Minimum 1 per training or playing venue |
| U9 – U12 | 1:16 | 1:8 | Minimum 1 per training or playing venue |
| U13 – U16 | 1:18 | 1:10 | Minimum 1 per training or playing venue |

4. SUBSTITUTES

- 4.1 Any number of substitutes may be used at any time (Rolling substitutes).
- 4.2 Players may re-enter the game.
- 4.3 All players in the squad should participate in a minimum of 50% of the total playing time during a match day. *For example, at under 8 where there is a total maximum playing duration of 50 minutes, all players should participate in at least 25 minutes (50%) of the total game time available.*
- 4.4 Under 6, 7, 8 and 9 - No substitute must not be waiting longer than 5 minutes before they are involved in the match.
- 4.5 Under 10 and 11 – No substitute must not be waiting longer than 10 minutes before they are involved in the match.

5. KICK OFF

- 5.1 Is taken in the centre of the playing area to start the game and after a goal has been scored.
- 5.2 The opposition must be 3 yards away from where the ball is placed.
- 5.3 A goal may not be scored directly from the kick-off

6. BALL IN AND OUT OF PLAY METHOD OF SCORING

Laws 9 (Ball in and out of play) and 10 (The method of scoring) apply to Small Sided Football.

7. OFF-SIDE

There is no offside (Law 11) in Small Sided Football at Under 6 to Under 11 age groups.

8. PASS IN / THROW IN

- 8.1 Under 6, 7, 8 and 9 – The method of restating play when the whole of the ball passes over the touchline is by a pass in.
 - 8.1.2 The ball must be stationary from the point where it left the pitch before it is kicked to restart play.
 - 8.1.3 The ball must not be kicked overhead height.
 - 8.1.4 A goal may not be scored directly from a pass in.
 - 8.1.5 The opposition must be 3 yards away from where the ball is placed.
- 8.2 Under 10 and 11 – 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.

9. CORNER KICKS

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

10. FREE KICKS

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

11. GOALKEEPERS

11.1 Can handle the ball in their goal area and there are no restrictions on the number of steps they may take holding the ball.

11.2 The Goalkeeper can leave the goal area but cannot handle the ball outside the goal area.

11.3 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.

11.4 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.

12. GOAL-KICKS

12.1 The ball must be stationary and from the ground.

12.2 The ball is in play when it is kicked and clearly moves.

12.3 Under 6 and 7 - Are taken anywhere on the goal line.

12.4 Under 8, 9, 10 and 11 – Are taken from any point within the goal area

12.5 Under 8, 9, 10 and 11 – Opponents must be outside the penalty area until the ball is in play.

12.6 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.

13. PLAYERS IN THE GOAL AREA

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

14. PASS BACK TO GOALKEEPER

14.1 Under 8 and 9 – A goalkeeper can pick the ball up (in the goal area) if it passed to him/her from a teammate.

14.2 Under 10 and 11 - A goalkeeper cannot pick up the ball (in the goal area) if it has been passed to him/her by a teammate.

15. 9V9 SMALL SIDED FOOTBALL (U12 & U13)

15.1 PLAYING FORMAT

15.1.1 The Playing Format for 9v9 football must be implemented as below:

| Age Group | Playing Format | Max no of players | GK or no GK | Pitch Size (length x width) | Goal Area (length x width) | Ball Size | Goal Size (height x width) | Match Duration |
|-----------|----------------|-------------------|-------------|---|--|-----------|----------------------------|----------------------------|
| U12 | 9 v 9 | 18 | GK | Length: 64 yards Width: 44 yards | 12 x 28 yards Penalty spot 9 yards | 4 | 7 x 16 ft | 70 mins (35 min halves) |
| U13 | 9 v 9 | 18 | GK | Length: 76 yards Width: Min: 44 yards Max: 54 yards | 12 x 28 yards Penalty spot 9 yards | 4 | 7 x 16 ft | 70 mins (35 min halves) |

15.1.2 Competition Structure

| Age as of August 31 st of the relevant playing season | Academic Year | Competitive Offer |
|--|---------------|---|
| Under 12 Single age band | 7 | Initial block of non-competitive matches followed by a maximum of 20 weeks competition. |
| Under 12 Two-year age band | 6 & 7 | Initial block on non-competitive matches followed by a maximum of 20 weeks competition. Please note if running an under 12 two year-age band, the format must be 7v7 to reflect the youngest aged players (under 11). It is recommended that Leagues run an under 13 two-year age band division if wanting to deliver the 9v9 format. |
| Under 13 Single age band | 8 | Fully competitive 9v9 offer. |
| Under 13 Two-year age band | 7 & 8 | Initial block on non-competitive matches followed by a maximum of 20 weeks competition. This is to ensure a phased approach into competitive football for participants. |

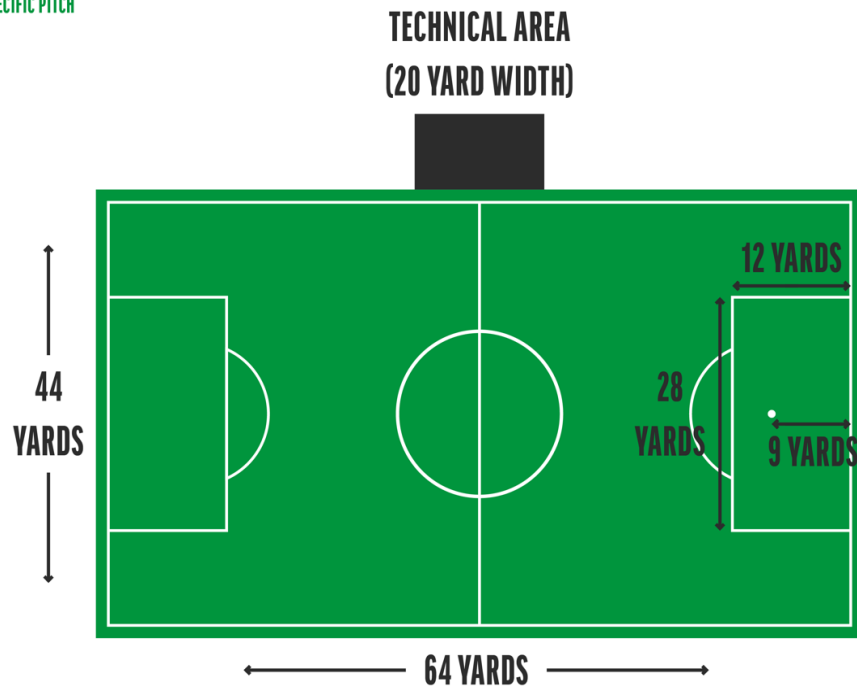
15.2 SQUAD SIZE

- 15.2.1 Teams at the under 12 and 13 age groups can have a match day squad cap of up to a maximum of 18 players, all of whom are eligible to play (teams can use all 9 substitutions, please refer to 15.7). Teams are capped at signing 20 players.
- 15.2.2 A match may not start or continue if either team has fewer than six (6) players.
- 15.2.3 The use of team rosters for all League and Cup competitions are compulsory at Under 12 age group and above for all junior leagues. This will help to maintain competition integrity.

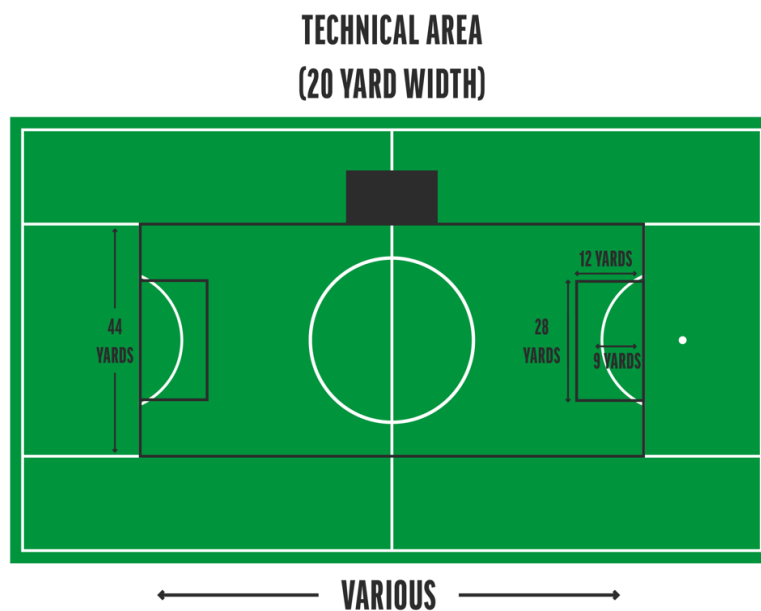
- 15.3** An 11v11 pitch can be adapted for the 9v9 format, utilising the width of the penalty area (44 yards) and the distance from penalty box to penalty box for the 9v9 pitch length or (64 yards). At under 13's, the length of the pitch should be extended to 76 yards and between 44-54 yards wide. See diagrams for guidance:

U12 - 9V9 PITCH DIMENSIONS

U12 9V9 SPECIFIC PITCH

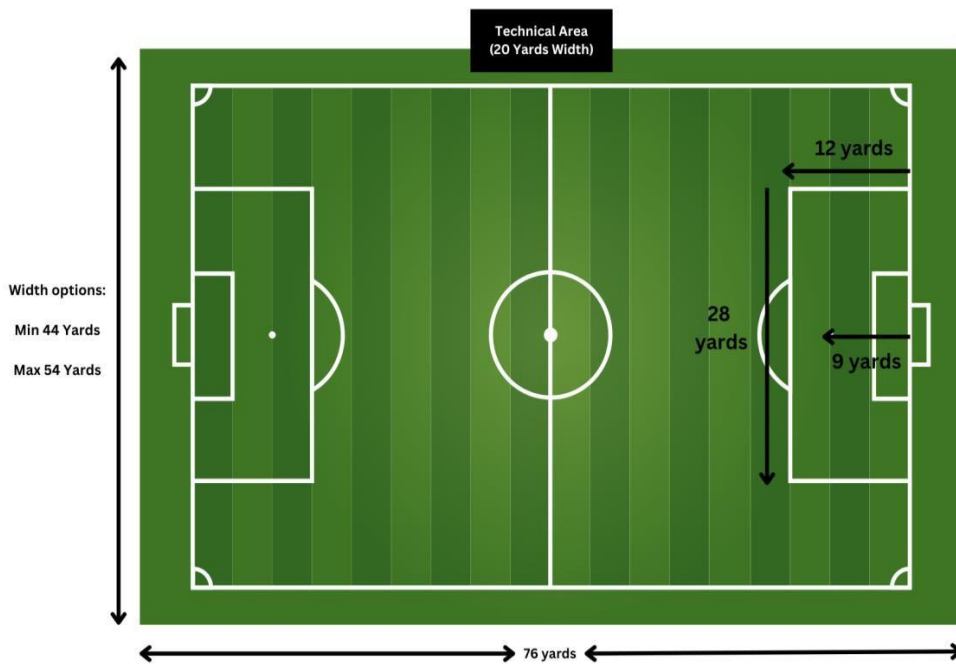


U12 9V9 PITCH ON 11V11 PITCH

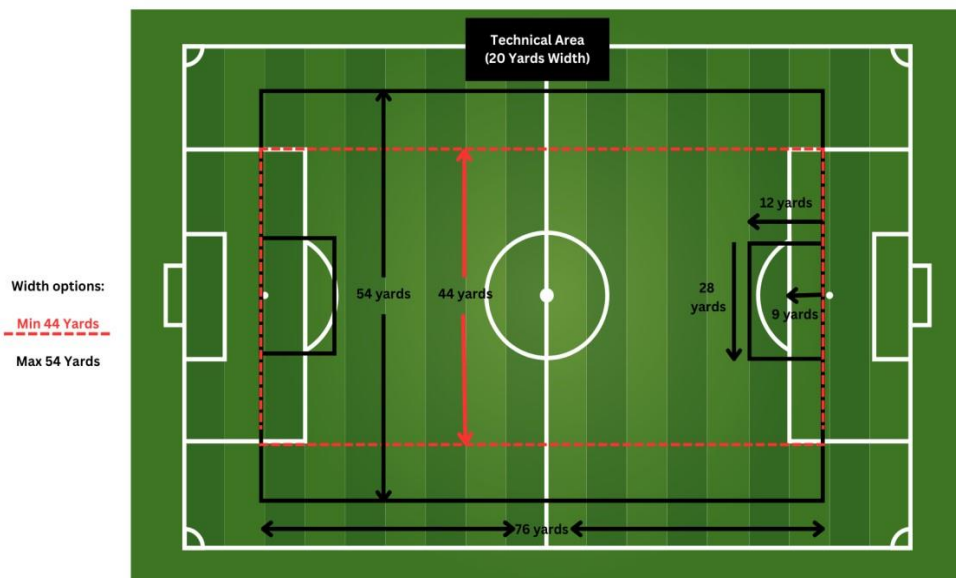


U13 - 9V9 PITCH DIMENSIONS

U13 Pitch Size



U13 Pitch markings on a 11v11 pitch



15.4 GOAL SIZE

The goal size is 16-foot (width) x 7 feet (height). It is recommended that match day goal frames should be made of plastic or metal material to ensure a sturdy goal frame

15.5 PENALTY AND GOAL AREAS

15.5.1 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.

15.5.2 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.

15.4.3 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.

15.6 MATCH DURATION

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

15.7 SUBSTITUTES

15.7.1 Any number of substitutes may 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).

15.7.2 All players in the match day squad should have a minimum of 50% playing time when participating in matches.

15.8 KICK OFF

15.8.1 Is taken in the centre of the playing area to start the game and after a goal has been scored.

15.8.2 The opposition must be a minimum of 7 yards away from where the ball is placed.

15.9 BALL IN AND OUT OF PLAY AND THE METHOD OF SCORING

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 Small Sided Football.

15.10 OFF-SIDE

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

15.11 THROW IN

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

15.12 CORNER KICKS

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

15.13 FREE KICKS

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

15.14 GOALKEEPERS

- 15.14.1 Can handle the ball in their penalty area and there are no restrictions on the number of steps they may take holding the ball.
- 15.14.2 The Goalkeeper can leave the penalty area but cannot handle the ball outside the penalty area.
- 15.14.3 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.
- 15.14.4 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.

15.15 GOAL KICKS

- 15.15.1 The ball must be stationary and from the ground (refer to 15.5.2 for location).
- 15.15.2 The ball is in play when it is kicked and clearly moves.
- 15.15.3 Opponents must be outside the penalty area until the ball is in play.

15.16 PLAYERS IN THE GOAL AREA

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

15.17 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'.

For further info on the laws of the game please refer to [IFAB Laws of the Game](#).

APPENDIX

[Introduction to Small-Sided Football](#)

[Organisation of Small-Sided Football](#)

[The Rules of Small-Sided Football](#)

[Age Groups](#)

[Playing Formats](#)

[Coaches & Team helpers](#)

[9V9 Small-Sided Football \(U12 & U13\)](#)

[FAW Heading Guidelines](#)

SUPPORT RESOURCES

[Small-Sided Football videos and templates](#)



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

Buffer zones are mandatory

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).

FAW Coach Education: www.fawcourses.com

FAW Safeguarding: www.safeguarding.cymru