

RULES OF THE PETER HOUSEMAN YOUTH LEAGUE CUP

1. **NOMENCLATURE AND CONSTITUTION**

As per the Peter Houseman Youth League Rules.

2. **ENTRANCE FEE, SUBSCRIPTION AND DEPOSIT**

As per the Peter Houseman Youth League Rules.

3. **OFFICERS**

As per the Peter Houseman Youth League Rules.

4. **MANAGEMENT, NOMINATION, ELECTION**

As per the Peter Houseman Youth League Rules.

5. **POWERS OF THE MANAGEMENT**

As per the Peter Houseman Youth League Rules.

6. **ANNUAL GENERAL MEETING**

As per the Peter Houseman Youth League Rules.

7. **AGREEMENT TO BE SIGNED**

As per the Peter Houseman Youth League Rules.

8. **QUALIFICATION OF PLAYERS**

As per the Peter Houseman Youth League Rules, except the following:

- (i) All players of completing teams must be properly registered in accordance with League Rule 8.
- (ii) Any player who has played in the League Cup Competition for one Team or Club is ineligible to represent another Team or Club at any age group in the current season. **Any Team or Club contravening this rule shall be removed from the competition.**
- (iii) All players must be registered with their Club 28 days before the date of a match in all rounds, with the exception of the first round. **Any Team or Club contravening this rule shall be removed from the competition.**
- (iv) In the event of a Cup Match being postponed only those players eligible to play on the original date shall be eligible to play in the rearranged match. **Any Team or Club contravening this rule shall be removed from the competition.**
- (vii) No player may play in the Semi-Final or Final unless they have played at least three League and/or League Cup matches for that team in this League during the current season. Substitutes who have taken part in a match will be considered to have played

in the fixture. **Any Team or Club contravening this rule shall be removed from the competition.**

All players named on the match result sheet shall be considered as having played in the match.

Note:

Any member Club being found guilty of an offence under this rule shall be removed from the competition and their opponents will proceed into the next round.

9. CLUB COLOURS, CLUB NAME

As per the Peter Houseman Youth League Rules.

10. PLAYING SEASON, CONDITIONS OF PLAY, TIMES OF KICK-OFF, POSTPONEMENTS AND SUBSTITUTES

As per the Peter Houseman Youth League Rules, except the following:

- (i) All matches, except the Final, shall be played on the ground of the first named team on dates determined by the Management Committee. If the match is postponed due to County Cup commitment or inclement weather it shall take precedence over League fixtures and shall take place seven days from the original date.

If the match is postponed twice due to inclement weather or pitch conditions, then the match shall be played on the ground of your opponents. If the match is again postponed twice due to inclement weather or pitch conditions, it shall then revert back to the original venue.

- (ii) The duration of a match is as per League Rule 10 (b), where the maximum times must be used.
- (iii) If any team shall refuse or fail to play a match in the Competition on the date fixed for it or within seven days of a postponed match (the exigencies of weather alone), shall be removed from the Competition and in the Final tie, the Management Committee shall have the power to reinstate the team beaten in the Semi-Final by the defaulting team. Further and in addition, a defaulting Club shall be liable to a fine of no more than £25-00 & order the offending Club to pay any expenses incurred by their opponents, at the discretion of the Management Committee.
- (iv) In the event of any match including the Semi-Final, up to and including Under 12's results in a draw at full time, the match will then be decided on penalty kicks as laid down in the current edition of the Laws of Association Football.

In the event of any match up to and including the Semi-Final, from and including the Under 13's results in a draw at full time, extra time will be played. In the event of the match still being level at the end of extra time, the match will then be decided on penalty kicks as laid down in the current edition of the Laws of Association Football.

In the case of the Final tie resulting in a draw at full time, then the match shall be decided by penalty kicks as laid down in the current edition of the Laws of Association Football.

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Extra time for all Competitions will be:-

Under 13 - 14 10 minutes each way

Under 15 - 18 15 minutes each way

Penalty shoot out to be the best out of five (5) penalties per team and if the teams are still level after taking five (5) penalties per team, penalties will continue to be taken until there is a result after each team have taken the same number of penalties. **This rule applies to all age groups.**

- (vii) In the final tie each Club must provide the referee with a match ball
- (viii) Kick off times and venues for the Final tie will be determined by the Management Committee and the relevant Clubs and Officials will then be notified.

11. **RESULTS**

As per the Pete Houseman Youth League Rules

12. **DETERMINING CHAMPIONSHIP**

Rule not applicable for League Cup Competitions

13. **REFEREES AND ASSISTANT REFEREES**

As per Peter Houseman Youth League Rules except for:

The League shall appoint where possible, a referee and two neutral assistant referees for the Semi-Final and Final.

If neutral assistant referees are appointed in any of the matches, except the Final, the fees of the three officials shall be shared equally by both Clubs.

14. **CONTINUATION OF MEMBERSHIP OR WITHDRAWAL OF CLUB**

As per the Peter Houseman Youth League Rules.

15. **PROTESTS & COMPLAINTS**

As per the Peter Houseman Youth League Rules

16. **BOARD OF APPEAL**

As per the Peter Houseman Youth League Rules

17. **EXCLUSION OF CLUBS, MISCONDUCT OF CLUBS, OFFICIALS & PLAYERS**

As per the Peter Houseman Youth League Rules

18. **THOPHY-LEGAL OWNERS, CONDITIONS OF TAKING OVER, AGREEMENT TO BE SIGNED, AWARDS**

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As per the Peter Houseman Youth League Rules

19. **SPECIAL MEETINGS**

As per the Peter Houseman Youth League Rules

20. **ALTERATION TO THE RULES**

As per the Peter Houseman Youth League Rules

21. **FINANCE**

As per the Peter Houseman Youth League Rules

22. **INSURANCE**

As per the Peter Houseman Youth League Rules

23. **DISSOLUTION**

As per the Peter Houseman Youth League Rules

24. **ADVISORY NOTES**

As per the Peter Houseman Youth League Rules.

25. **GENERAL INFORMATION**

As per the Peter Houseman Youth League Rules

ADAM CLARK MEMORIAL CUP

The Cup will be played for by two teams at the Under 15 age group, chosen by the Management Committee. The match will be forty (40) minutes each way. If the match should be drawn the trophy shall be shared.

All other Peter Houseman Youth League Rules apply.

Trophies/medals will be worded “**ADAM CLARK MEMORIAL CUP** (Year)”

HAWKFIELD CHALLENGE SHIELD

The Shield will be played for by two teams at the Under 14 age group, chosen by the Management Committee. The match will be Thirty Five (35) minutes each way. If the match should be drawn the trophy shall be shared.

All other Peter Houseman Youth League Rules apply.

Trophies/medals will be worded “**HAWKFIELD CHALLENGE SHIELD**” (Year)”

RULES OF THE PETER HOUSEMAN YOUTH LEAGUE
SALLY HOUSEMAN TROPHY

At the discretion of the Management Committee there may be a supplementary competition called the Sally Houseman Trophy.

The organisation of this competition will be arranged in conjunction with the Divisional Secretaries.

Each age group shall be divided into groups as required by draw.

Teams in this competition will be invited at the discretion of the Management **Committee.**

All other rules as per Peter Houseman Youth League & Cup Rules.

Any matters not provided for in these rules shall be decided by the Management Committee and will be accepted as final.

RULES OF THE PETER HOUSEMAN YOUTH LEAGUE
LAW S OF MINI-SOCCER

For players (both boys and girls) over the age of 6 and under 8 on 31st August 2015

To be read in conjunction with HFA Membership Rule 23.
Peter Houseman Youth League Rules Apply

Where matches are played by Clubs that are members of the Peter Houseman Youth League at Mini-Soccer (Under 7's & 8's) events, they must follow these Laws.

Except where other provision in these Laws are made, the Laws of Association Football apply. Each Law is numbered to correspond with the appropriate Law of the Game.

LAW 1: Playing Area

Size of Pitch

Width	Length
30 Yards	40 Yards
27 Metres	36 Metres

Penalty Area

Width	Length
16 Yards	9 Yards
14.63 Metres	8.22 Metres

Penalty Mark

The penalty mark is 7.00 Yards (6.40 Metres) from the goal line, opposite the centre of the goal.

Halfway Line

The field of play is divided into two halves by a halfway line. The centre mark is indicated at the mid-point of the halfway line. This is also used as the retreat line when restarting play with a goal kick.

Goal Size

The distance between the posts is 3.6m (12 feet) and the distance between the lower edge of the crossbar and the ground is 1.88m (6 feet).

WARNING:

In view of a number of accidents that have occurred, it is necessary to ensure that portable goals of any size are either pinned or weighted to prevent them for toppling forward.

LAW 2: The Ball

The ball should be size 3 for U7 & U8. It should be safe and made of leather or another suitable material.

LAW 3: Number of Players

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Maximum number per team Including Goalkeeper	
Under 7 and Under 8	5 v 5

The above table indicates the maximum number of players per team at that age group. If the competition would like to have smaller numbers, e.g. 4v4 at U7 or U8, this is allowed within this framework.

A match may not START if either team consists of fewer than four players. The minimum number of players in a team required for a match to CONTINUE is also four. Matches can begin with 5v4 but the importance and ethos of Mini-Soccer should be upheld wherever possible and the development of the children should come before the score line.

Players must play with and against players only from their own age range, as per Football Association and Competition rules. Each team must not have a squad greater than double the size of the team per age.

Any number of substitutes, without being named, may be used at any time with the permission of the referee. A player who has been replaced may return to the playing area as a substitute for another player. All team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.

LAW 4: Playing Equipment

Players must wear shin guards and goalkeepers must wear a distinguishing playing top. Shin guards must be covered entirely by the socks. Players must wear the appropriate clothing dependant on the weather.

Correct footwear must be worn for the surface of the pitch e.g. no metal studs on artificial grass pitches.

LAW 5: Referees

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws for Mini-Soccer in connection with the match to which they have been appointed.

Furthermore, referees should also recognise their role is to facilitate the learning of the players, for example, allow young children to take a second attempt at a throw-in if the first is not within the Laws.

LAW 6: Assistant Referee

Assistant referees are not required.

LAW 7: Duration of the Game

In any one day, no player shall play more than 40 minutes. It is the responsibility of the parent/carer or organisation to ensure the child does not exceed this. Each league/competition will determine its own playing time within the maximum time permitted, however, the maximum duration will be two halves of 20 minutes.

It is permitted during development matches that the periods of play can be split into equal

quarters. The half time interval must not exceed five minutes.

Please refer to the Standard Code of Rules for Youth Competitions.

LAW 8: Start and Restart of Play

Procedure

A kick-off is taken at the centre of the playing area to start the game and after a goal has been scored. Opponents must be five yards away from the ball and in their own half of the field. The ball must be played forward. In Mini Soccer a goal cannot be scored directly from a start or restart of play.

Special Circumstances

A dropped ball to restart the match, after play has been temporarily stopped inside the penalty area, takes place on the penalty area line parallel to the goal line at the point nearest to where the ball was located when the play stopped. No goal can be scored direct from a dropped ball.

LAW 9: Ball in and Out of Play

Normal rules apply, as per Laws of Association Football.

LAW 10: Method of Scoring

Normal rules apply, as per Laws of Association Football.

LAW 11: Offside

There is no off side.

LAW 12: Fouls and Misconduct

Normal rules apply, as per Laws of Association Football. However, in Mini-Soccer all free kicks are direct. A free kick is awarded to the opposing team if the goalkeeper:

- takes more than six seconds to release the ball from his/her hands
- touches the ball again with his/her hands after it has been released from his/her possession and has not touched any other player
- touches the ball with his/her hands after it has been deliberately kicked to him/her by a team mate
- touches the ball with his/her hands after he/she has received it directly from a throw in taken by a teammate.

For all these offences, the free kick should be taken from the penalty area line, parallel with the goal line, at the nearest point to the offence.

LAW 13: Free-Kicks

For all free kicks opponents must be five yards from the ball.

LAW 14: Penalty-Kicks

Normal rules apply, as per Laws of Association Football.

Position of the Ball and the Players All players except the defending goalkeeper and kicker must be outside the penalty area and at least five yards from the penalty mark. The ball must be kicked forward.

LAW 15: Throw-In

Normal rules apply, as per Laws of Association Football.

In addition, U7 and U8 children are permitted to roll the ball underarm with one or both hands into the field of play.

The role of the referee is to also allow young players to learn the game. This may involve letting players take throw-ins again, if incorrect technique is used. The referee should ensure the same player attempts a second time, with guidance and help from the match official.

LAW 16: Goal Kick

Procedure

A player of the defending team kicks the ball from any point within the penalty area.

Opponents must retreat to their own half until the ball is in play.

The defending team does not have to wait for the opposition to retreat and has the option to restart the game before should they choose to.

The ball is in play when it is kicked directly out the penalty area.

LAW 17: Corner Kicks

The opposing players must remain at least five yards from the ball until it is in play.

The kicker may not touch the ball again until it has touched another player. If he/she does, a free kick is awarded against them.

The ball is in play immediately when it enters the field of play.

RULES OF THE PETER HOUSEMAN YOUTH LEAGUE
LAW 1 OF MINI-SOCCER

For players (both boys and girls) Under 9 and under 10 on 31st August 2015

To be read in conjunction with HFA Membership Rule 23.
Peter Houseman Youth League Rules Apply

Where matches are played by Clubs that are members of the Peter Houseman Youth League at Mini-Soccer (Under 9's & 10's) events, they must follow these Laws.

Except where other provision in these Laws are made, the Laws of Association Football apply. Each Law is numbered to correspond with the appropriate Law of the Game.

LAW 1: Playing Area

Width	Length
40 Yards	60 Yards
36 Metres	54 Metres

Penalty Area

Width	Length
18 Yards	10 Yards
16.47 Metres	9.15 Metres

Penalty Mark

The penalty mark is 8.00 Yards (7.32 Metres) from the goal line, opposite the centre of the goal.

Halfway Line

The field of play is divided into two halves by a halfway line. The centre mark is indicated at the mid-point of the halfway line. This is also used as the retreat line when restarting play with a goal kick.

Goal Size

The distance between the posts is 3.6m (12 feet) and the distance between the lower edge of the crossbar and the ground is 1.88m (6 feet).

WARNING:

In view of a number of accidents that have occurred, it is necessary to ensure that portable goals of any size are either pinned or weighted to prevent them for toppling forward.

LAW 2: The Ball

The ball should be size 3 for U9 and size 4 for U10. It should be safe and made of leather or another suitable material.

LAW 3: Number of Players

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Maximum number per team Including Goalkeeper	
Under 9 and Under 10	7 v 7

The above table indicates the maximum number of players per team at that age group. If the competition would like to have smaller numbers, e.g. 4v4 at U9 or U10, this is allowed within this framework.

A match may not START if either team consists of fewer than five players. The minimum number of players in a team required for a match to CONTINUE is also five. Matches can begin with 7v6 but the importance and ethos of Mini-Soccer should be upheld wherever possible and the development of the children should come before the score line.

Players must play with and against players only from their own age range, as per Football Association and Competition rules. Each team must not have a squad greater than double the size of the team per age.

Any number of substitutes, without being named, may be used at any time with the permission of the referee. A player who has been replaced may return to the playing area as a substitute for another player. All team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.

LAW 4: Playing Equipment

Players must wear shin guards and goalkeepers must wear a distinguishing playing top. Shin guards must be covered entirely by the socks. Players must wear the appropriate clothing dependant on the weather.

Correct footwear must be worn for the surface of the pitch e.g. no metal studs on artificial grass pitches.

LAW 5: Referees

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws for Mini-Soccer in connection with the match to which they have been appointed.

Furthermore, referees should also recognise their role is to facilitate the learning of the players, for example, allow young children to take a second attempt at a throw-in if the first is not within the Laws.

LAW 6: Assistant Referee

Assistant referees are not required.

LAW 7: Duration of the Game

In any one day, no player shall play more than 60 minutes. It is the responsibility of the parent/carer or organisation to ensure the child does not exceed this. Each league/competition will determine its own playing time within the maximum time permitted, however, the maximum duration will be two halves of 25 minutes.

It is permitted during development matches that the periods of play can be split into equal quarters. The half time interval must not exceed five minutes.

Please refer to the Standard Code of Rules for Youth Competitions.

LAW 8: Start and Restart of Play

Procedure

A kick-off is taken at the centre of the playing area to start the game and after a goal has been scored. Opponents must be five yards away from the ball and in their own half of the field. The ball must be played forward. In Mini Soccer a goal cannot be scored directly from a start or restart of play.

Special Circumstances

A dropped ball to restart the match, after play has been temporarily stopped inside the penalty area, takes place on the penalty area line parallel to the goal line at the point nearest to where the ball was located when the play stopped. No goal can be scored direct from a dropped ball.

LAW 9: Ball in and Out of Play

Normal rules apply, as per Laws of Association Football.

LAW 10: Method of Scoring

Normal rules apply, as per Laws of Association Football.

LAW 11: Offside

There is no off side.

LAW 12: Fouls and Misconduct

Normal rules apply, as per Laws of Association Football. However, in Mini-Soccer all free kicks are direct. A free kick is awarded to the opposing team if the goalkeeper:

- takes more than six seconds to release the ball from his/her hands
- touches the ball again with his/her hands after it has been released from his/hers possession and has not touched any other player
- touches the ball with his/her hands after it has been deliberately kicked to him/her by a team mate
- touches the ball with his/her hands after he/she has received it directly from a throw in taken by a teammate.

For all these offences, the free kick should be taken from the penalty area line, parallel with the goal line, at the nearest point to the offence.

LAW 13: Free-Kicks

For all free kicks opponents must be five yards from the ball.

LAW 14: Penalty-Kicks

Normal rules apply, as per Laws of Association Football.

Position of the Ball and the Players All players except the defending goalkeeper and kicker must be outside the penalty area and at least five yards from the penalty mark. The ball must be kicked forward.

LAW 15: Throw-In

Normal rules apply, as per Laws of Association Football.

The role of the referee is to also allow young players to learn the game. This may involve letting players take throw-ins again, if incorrect technique is used. The referee should ensure the same player attempts a second time, with guidance and help from the match official.

LAW 16: Goal Kick

Procedure

A player of the defending team kicks the ball from any point within the penalty area.

Opponents must retreat to their own half until the ball is in play.

The defending team does not have to wait for the opposition to retreat and has the option to restart the game before should they choose to.

The ball is in play when it is kicked directly out the penalty area.

LAW 17: Corner Kicks

The opposing players must remain at least five yards from the ball until it is in play.

The kicker may not touch the ball again until it has touched another player. If he/she does, a free kick is awarded against them.

The ball is in play immediately when it enters the field of play.

RULES OF THE PETER HOUSEMAN YOUTH LEAGUE
LAWS OF MINI-SOCCER

For players (both boys and girls) under 11 on 31st August 2015

To be read in conjunction with HFA Membership Rule 23.
Peter Houseman Youth League Rules Apply

Where matches are played by Clubs that are members of the Peter Houseman Youth League at Mini-Soccer (Under 11's) events, they must follow these Laws.

Except where other provision in these Laws are made, the Laws of Association Football apply. Each Law is numbered to correspond with the appropriate Law of the Game.

LAW 1: Playing Area

Width	Length
50 yards	80 yards
45 Metres	73.125 Metres

Penalty Area

Width	Length
32 Yards	13 Yards
29.26 Metres	11.88 Metres

Halfway Line

The field of play is divided into two halves by a halfway line. The centre mark is indicated at the mid-point of the halfway line. This is also used as the retreat line when restarting play with a goal kick.

Goal Size

The distance between the posts is 4.87m or 6.40m (16 feet or 21 feet) and the distance between the lower edge of the crossbar and the ground is 2.13m (7 feet).

WARNING:

In view of a number of accidents that have occurred, it is necessary to ensure that portable goals of any size are either pinned or weighted to prevent them for toppling forward.

LAW 2: The Ball

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The ball should be size 4 for U11. It should be safe and made of leather or another suitable material.

LAW 3: Number of Players

Maximum number per team Including Goalkeeper	
Under 11	9 v 9

The above table indicates the maximum number of players per team at that age group. If the competition would like to have smaller numbers, e.g. 7v7 at U11, this is allowed within this framework.

A match may not START if either team consists of fewer than six (6) players. The minimum number of players in a team required for a match to CONTINUE is also six (6). Should a team fall below this, normal rules apply, as per Laws of Association Football.

Players must play with and against players only from their own age range, as per Football Association and Competition rules. Each team must not have a squad greater than double the size of the team per age.

Any number of substitutes, without being named, may be used at any time with the permission of the referee. A player who has been replaced may return to the playing area as a substitute for another player. All team members should receive equal playing time where possible, with a best practice recommendation of at least 50% per player for each game.

For all other substitution rules, normal rules apply, as per Laws of Association Football.

LAW 4: Playing Equipment

Players must wear shin guards and goalkeepers must wear a distinguishing playing top. Shin guards must be covered entirely by the socks. Players must wear the appropriate clothing dependant on the weather.

Correct footwear must be worn for the surface of the pitch e.g. no metal studs on artificial grass pitches.

LAW 5: Referees

The Authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws for 9 v 9 in connection with the match to which they have been appointed.

The powers and duties of the referee are as normal Laws apply, as per Laws of Association Football.

LAW 6: Assistant Referee

Two assistant referees may be appointed whose duties, subject to the decision of the referee, are to indicate:

- When the whole of the ball leaves the field of play
- Which team is entitled to a corner kick, goal kick or throw-in
- When a player may be penalised for being in an off side position
- When a substitution is requested and when misconduct or any other incident occurs out of the view of the referee.
- When offences have been committed whenever the assistant referees have a better view than the referee (this includes, in certain circumstances, offences committed in the penalty area)
- Whether, at penalty kicks, the goalkeeper moves off the goal line before the ball is kicked and if the ball crosses the line.

LAW 7: Duration of the Game

In any one day, no player shall play more than 100 minutes. It is the responsibility of the parent/carer or organisation to ensure the child does not exceed this. Each league/competition will determine its own playing time within the maximum time permitted, however, the maximum duration will be two halves of 30 minutes.

It is permitted during development matches that the periods of play can be split into equal quarters. The half time interval must not exceed 15 minutes.

Please refer to the Standard Code of Rules for Youth Competitions.

LAW 8: Start and Restart of Play

Procedure

A kick-off is taken at the centre of the playing area to start the game and after a goal has been scored.

Opponents must be nine yards away from the ball and in their own half of the field. The ball must be played forward.

Normal rules apply, as per Laws of Association Football.

LAW 9: Ball in and Out of Play

Normal rules apply, as per Laws of Association Football.

LAW 10: Method of Scoring

Normal rules apply, as per Laws of Association Football.

LAW 11: Offside

Normal rules apply, as per Laws of Association Football.

LAW 12: Fouls and Misconduct

Normal rules apply, as per Laws of Association Football.

LAW 13: Free-Kicks

For all free kicks opponents must be ten yards from the ball.

Normal rules apply, as per Laws of Association Football.

LAW 14: Penalty-Kicks

Normal rules apply, as per Laws of Association Football.

Position of the Ball and the Players

All players except the defending goalkeeper and kicker must be outside the penalty area and at least nine yards from the penalty mark.

LAW 15: Throw-In

Normal rules apply, as per Laws of Association Football.

LAW 16: Goal Kick

Normal rules apply, as per Laws of Association Football.

LAW 17: Corner Kicks

Normal rules apply, as per Laws of Association Football.

RULES OF THE PETER HOUSEMAN YOUTH LEAGUE
DEVELOPMENT FOOTBALL TROPHY EVENTS

At the discretion of the Management Committee there may be Trophy Events held during the season as per The Football Association Youth Development Review Programme.

The organisation of these competitions if held will be arranged by the Leagues Management Committee.

There will only be maximum of three Trophy Events held each season and each event must be over a 2 week period for Under 7's & Under 8's, a 4 week period for Under 9's & Under 10's and a 6 week period for Under 11's. The Management Committee will decide the number of Trophy Events to be held each season together with the age groups that will participate in these events.

The format of each competition if held will be decided by the Leagues Management Committee.

All other rules as per Peter Houseman Youth League, League Cup and Laws of Mini Soccer will apply.

Any matters not provided for in these rules shall be decided by the Management Committee and will be accepted as final.

APPENDIX 1 - FA RULE ON APPROACHES TO PLAYERS

FA RULE C. 2 (A) REGULATIONS CONCERNING APPROACHES TO PLAYERS

Players who are not under written contract to a Club may be registered with a number of Clubs at any time, subject to the following provisions and those of the Competitions in which they play:

(i) Competitions sanctioned by The Association under regulation 3 of the “Regulations for the Sanction and Control of Competitions” may make their own regulations for the approach of Players between Clubs of the Competition.

(ii) During the current season any Club wishing to approach a Player known to be registered with or having played for any other Club must give to the Secretary of each such Club, seven days’ formal written notice of the intention to approach the Player;

Formal written notice of approach need be given by:

(A) A Saturday Club only to all Saturday Clubs;

(B) A Sunday Club only to all Sunday Clubs; and

(C) A midweek Club only to all midweek Clubs;

(iii) The written notice must be sent by special delivery or recorded post, or a written acknowledgment otherwise obtained from the Secretary or Chairman of the Club approached. Facsimile or e-mail transmission may be used provided a receipt of acknowledgment is also obtained;

(iv) Following the date of posting of the written notice of approach, or receipt of an acknowledgment:

(A) The Player may be registered on or after the eighth day; and

(B) The Player must have been registered on or before the 21st day;

(v) The approaching Club: (A) may not approach the same Player a second time in the same playing season; (B) may approach only one (1) Player at a Club at any time subject to Rule C2(a)(ix) below; and (C) may not approach another Player at the same Club within 28 days of an earlier notice of approach or acknowledgment;

(vi) If an approach is made by a Player to another Club during the current season, that Club shall give the Club(s), for which the Player is known to be registered or has played, seven days’ notice of approach as set out in Rule C2(a)(i) to (v) above before registering the Player;

(vii) A Club which is the subject of a complaint alleging failure to give notice in accordance with this Rule may be subject to a charge of Misconduct pursuant to Rule E1(b);

(viii) A Club proved to have breached the provisions of this Rule may have its current registration of the Player cancelled and be subject to such other penalty as The Association or appropriate Affiliated Association deems appropriate, in accordance with relevant regulations of The Association from time to time in force; and

(ix) During the current season a maximum of two Players may be approached in the manner described above if invited to trial at a licensed academy or “Centre of Excellence” of The Association, The FA Premier League or The Football League.

APPENDIX 2 - GUIDE TO REFEREE MARKING

The following questions focus on the key areas of a referee's performance. They are intended as an "aide memoire", are not necessarily comprehensive and need not be answered individually. It is, however, worth considering them before committing yourself to a mark for the referee. Always try to be objective when marking. Judge the performance over the whole game. Don't be too influenced by one particular incident. Don't mark the referee down unfairly because your team was unlucky and lost the game or some disciplinary action was taken against your players.

CONTROL AND DECISION MAKING

- How well did the referee control the game?
- Were the players' actions recognised correctly?
- Were the Laws applied correctly?
- Were all incidents dealt with efficiently/effectively?
- Were all the appropriate sanctions applied correctly?
- Was the referee always within reasonable distance of incidents?
- Was the referee well positioned to make critical decisions, especially in and around the penalty area?
- Did the referee understand the players' positional intentions and keep out of the way accordingly?
- Did the referee demonstrate alertness and concentration throughout the game?
- Did the referee apply the use of the advantage to suit the mood and temperature of the game?
- Was the referee aware of the players' attitude to advantage?
- Did the referee use the assistants effectively?
- Did the officials work as a team, and did the referee lead and manage them to the benefit of the game?

COMMUNICATION AND PLAYER MANAGEMENT

- How well did the referee communicate with the players during the game?
- Did the referee's level of involvement/profile suit this particular game?
- Did the referee understand the players' problems on the day – e.g. difficult ground/weather conditions?
- Did the referee respond to the changing pattern of play/mood of players?
- Did the referee demonstrate empathy for the game, allowing it to develop in accordance with the tempo of the game?
- Was the referee pro-active in controlling of the game?
- Was the referee's authority asserted firmly without being officious?
- Was the referee confident and quick thinking?
- Did the referee appear unflustered and unhurried when making critical decisions?
- Did the referee permit undue questioning of decisions?
- Did the referee deal effectively with players crowding around after decisions/incidents?
- Was effective player management in evidence?
- Was the referee's body language confident and open at all times?
- Did the pace of the game, the crowd or player pressure affect the referee negatively?

