

## LEICESTER AND DISTRICT MUTUAL FOOTBALL LEAGUE MEMBERS RULES 2024/25 SEASON



### QUALIFICATION OF PLAYERS

1. It is the responsibility of the Club Secretary to correctly input player details onto the Player Registration System. The League Registration Secretary will then approve the registration of the individual player, subject to the correct entry of a player's details. It is the Club Secretaries responsibility to confirm as correct the players Date of Birth, Parent/Guardian consent, and acceptable current true likeness passport sized photograph.

1a. A new player photograph and a new player id check must be completed at the following age groups in the respective age leagues. U7/U9/U11/U13/U16.

It is the club's responsibility to confirm as correct the following: Player's date of Birth. Parent/Guardian's consent to participate. A current true likeness passport size photograph.

1b. Players must be entered and submitted to the League for registration three clear days before the next fixture i.e., received on or before the Wednesday prior to a Sunday fixture.

1c. Players will be eligible to play when they are listed and approved to play by the League Registration Secretary on the Player Registration System.

2 When a Club wishes to register a player who is already registered with another club a transfer notice of approach form is required to be completed and submitted on the league club admin website 7 days before you contact the player regarding a possible transfer to your club. If a player contacts a club prior to any transfer taking place the form must still be submitted on the league club admin website before any transfer request is made on the FA player registration system.

2a. Once the notice of approach has been submitted the player's current club Secretary then can either waive the notice period and allow contact immediately or state that they object to any transfer and offer the reason why.

2b. If the player wishes to transfer, they should be added to the relevant team on WGS and submitted to the League for a transfer. A fee of £5 is due for all transfers between clubs. Clubs will be invoiced on receipt of a transfer request for all transfers conducted during the season. Transfer fee invoices are to be paid before completion of a transfer is approved.

3. A club must deregister a player that is leaving or not playing at the registered club and is not being transferred to another club. De-registration is to be completed by cancelling the registration on the player registration portal or contacting the League Secretary. The club must then ensure the player is also removed from the team squad list.

If a Player's registration is cancelled, they will not be eligible to play in the Competition for a period of 7 days from the date of cancellation.

4. Any League official attending a fixture, after verification of identity, may ask to see the teams registered players squad list before, during or after a fixture. This form must be provided to the verified league official upon such a request. Teams failing to provide this information are to be reported and are liable for a maximum fine of £100.00.

5. 15 minutes prior to kick-off, team officials must exchange registered players squad lists. This can be by printed format or electronically. Teams failing to provide this information are to be reported and are liable for a maximum fine of £100.00. If a team attends a fixture without this information the fixture will not take place and the team will be charged for failing to attend a fixture under SCORY Rule 20 E(i) & E(iii).

Any player not present on the form will be deemed not eligible to play.

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

6. Any Club requesting a postponement of a scheduled fixture must notify the League Fixtures Secretary, by submitting a postponement request form using the League based administration system (<https://ldmfl.org.uk/teampostponementsnew.php>) at least 14 days before the scheduled fixture date. Four Postponements will be permitted per team. If a team breaks a fixture, except as stated above, the Management Committee shall impose a fine of £10.

		Notice Given to Break a Fixture	
		14+ days	Less than 14 days
Number of Broken Fixtures	1 <sup>st</sup> Broken Fixture	£0	£10
	2 <sup>nd</sup> Broken Fixture	£0	£10
	3 <sup>rd</sup> Broken Fixture	£0	£10
	4 <sup>th</sup> Broken Fixture	£0	£10
	5 <sup>th</sup> and subsequent broken fixtures	£10	£10

### REPORTING RESULTS

7. (All teams with League appointed referees) If the referee mark is 60 or less, reasons must be given when completing the results (match report) as to the reason why a low mark was awarded. Failure to comply will incur a minimum fine of £10.00.

### **MATCH OFFICIALS**

8. In the event of a club or clubs failing to agree upon a referee the club or clubs responsible will be dealt with under the rule governing broken fixtures. (20Ei/20Eiii).

9. A fee of £15 cash (bank transfer permitted if agreed by the match official before the day of the match) for U7 & U8 Fixtures, £20 cash (bank transfer permitted if agreed by the match official before the day of the match) for U9 & U10 Fixtures is to be paid, to the league appointed match official, by the home club immediately before the match.

10. Any person undertaking referee duties must not interfere with the coaching of their respective teams whilst the game is in progress.

11. As a matter of courtesy, the league requests that the home club should offer appointed match officials a half-time drink.

### **RESPECT**

12. On scheduled match days clubs must ensure they have a designated spectator area as detailed under FA guidelines. The area is to be marked with a Respect barrier which can be an additional painted line, the use of cones or a roped-off area. All spectators from both teams must be situated behind the Respect Barrier along one side of the touch line. Both clubs Management team and all substitutes must view the game from the opposite touch line.

### **MATCH RELATED RULES**

13. Power Play Law - If a team is losing by a four-goal difference, they can put an additional player on – so 5v5 becomes 6v5.

If the score returns to less than a four-goal difference the team takes off a player. It does not have to be the last player to come on.

If a team goes on to be losing by a six-goal difference a further additional player can be added – so 6v5 becomes 7v5.

### **U9 AND U10 KNOCKOUT COMPETITION**

1. The Competition shall be called "The Leicester and District Mutual Football League U9/U10 Knockout Competition."
2. Only those players who are registered with the League are eligible to take part in the Knockout Competition and must be a registered member of their Club and team. Any team proved to have played an ineligible player will be immediately disqualified from the competition.
3. All League rules shall apply except where specifically altered by these cup rules.
4. In each round prior to the final, the game shall be played on the ground of the first drawn team. The fixture is to be reversed if there are any pitch share problems unless otherwise mutually arranged. The finals will be played at a central venue.
5. The duration of each match shall be as League Current Rules (Under 9s and Under 10s 25 minutes each way). If the scores are level after full time the taking of 3 penalties per team, chosen from the players on the pitch at the end of the game, shall decide the tie. If teams remain tied after 3 penalties, sudden death applies starting with the remaining players on the pitch at the end of the game. This applies to all rounds of the Competition.
6. No player shall be allowed to play for more than one team in the Competition. Any team breaking this rule shall be disqualified from the Competition.
7. All ties shall be played on a date stipulated by the Management Committee. Clubs are not permitted to apply for postponement of a League Knockout Competition / Competition games. In exceptional circumstances the ties may be brought forward by mutual agreement between the participating Clubs and the Fixtures Secretary. Defaulting Clubs shall forfeit the tie and their opponents awarded the tie.
  - a. In the event of a match being postponed due to bad weather it will be played no later than 7 days after the original scheduled date and the fixture will be reversed.
  - b. For Sunday Morning matches only, in the event of a frozen pitch or fog/mist the kickoff may be delayed for up to 30 minutes to allow for the pitch to thaw or fog/mist to clear.
8. The match referee's fee shall be paid by the away team, to be paid to the referee before the match. Referee Fees for the Competition Finals shall be paid by the Leicester & District Mutual Football League.