# Player Registration & Transfers

Each team must have players registered and approved on Whole Game System before players are eligible to play games.

A player must be registered & approved by the Wednesday preceding the next fixture. Any registration queries must be emailed to the League Registration Secretary by the Club Secretary

For all club to club transfers a 7 day notices of approach must be completed by the Club Secretary on the club admin website.

## Postponing a Fixture

A minimum of 14 days' notice must be given for a postponement, and this is requested using our automated form. The form can be found on the league website www.ldmfl.org.uk under 'forms'

A maximum of 4 requests are allowed in a full season.

#### **Fixtures**

The 2024-2025 season league schedule starts on the 1st of September 2024.

There are no fixtures planned for the school holidays and results will be reviewed during this time and levels may be changed.

## Amendments

If any changes are required for a scheduled fixture (i.e., change of kick off, change of date or venue) please contact your opposition to see if the changes are acceptable. Clubs MUST then notify the Fixtures Secretary of the agreed changes so that fulltime can be updated.

## Respect Barrier

Respect barriers are mandatory for all games and spectators must stand behind the barrier

# **Fixture Confirmation**

The home team is required to confirm the fixture by email or text by the Wednesday evening before the game. Confirmation MUST be made to the opposition and referee if you have been appointed one by the League. Please remember to confirm the team's name, venue address, fixture date, kick off, kit colours, manager contact details and any other specific

arrangements required. Referees can only be appointed

to some games.

# Referee Fee

U7 & U8 fixtures - £15 cash. U9 & U10 fixtures - £20 cash to be paid to the referee before the game starts.

# Match Day - Squad Lists

Under League Member Rule 5 it is a requirement for teams to exchange their up-to-date squad list on match day. This is to be done at least 15 minutes before the game. Either a printed copy or pdf saved to your phone or emailed is acceptable. Any player not showing on the squad list will be deemed not eligible to play.

Teams failing to provide the squad list are to be reported and are liable to a maximum fine of £50.00. If a team attends a fixture without this information the fixture will not take place and the team will be charged for failing to fulfill a fixture.

https://grassrootstechnology.freshdesk.com/support/solutions/arti cles/48001146406-download-a-squad-list

Please note it is not the referee's responsibility to get involved in any registration checking.

# Playing the match

# **Under 7 & 8s**

5v5 format, minimum number of players is 4, the maximum numbers of players on match day is 10.

Play is 4 x 10-minute quarter. Size 3 ball.

#### **Under 9 & 10s**

7v7 format, minimum number of players is 5, the maximum numbers of players on match day are 14.

Play is 25 minutes per half. Size 3 ball.

Any number of substitutions may be used at any time with the permission of the referee. A Player who has been replaced may return to play as a substitute for another Player.

## Results - All teams

Both clubs should confirm the final score - either by using SMS or the FA Match Day App, by 6pm on the day of the game.

Match Returns -Players used, referee, respect and fair play marks MUST be completed by midnight on the Wednesday after every League game. Please complete the match return using Fulltime.

## Contacts & Information

League committee, club contacts, fixture schedule and other information can be found on the fulltime website or the League website.

www.ldmfl.org.uk