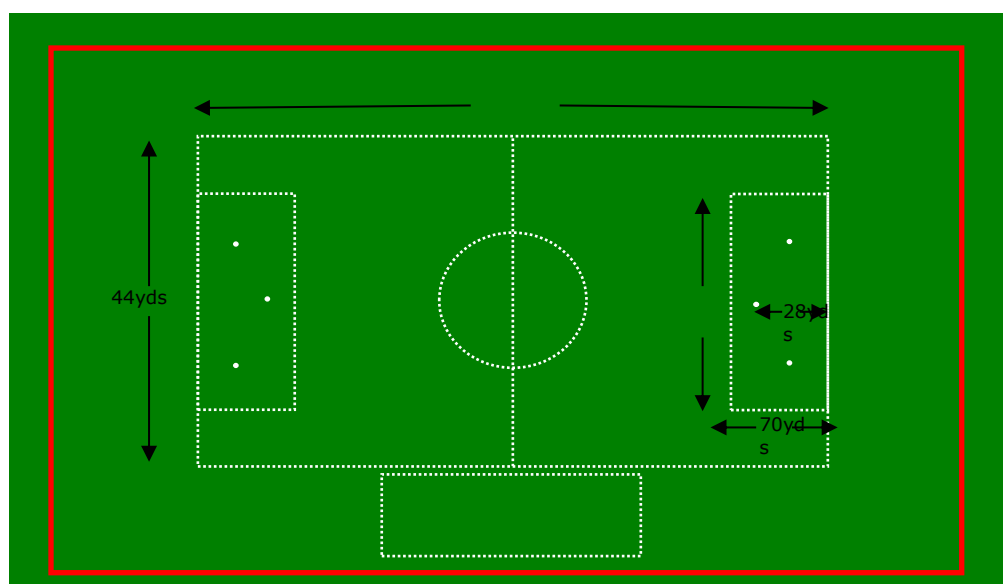


# FAW Academy Competition Rules 2016-17

## Under 12 Age Group (9 v 9 Football)

### 1. Playing Area

- a) The width of the pitch must be 44 yards, which is the width of the 11 v 11 penalty area.
- b) The length of the pitch must be from penalty box to penalty box if played on an 11v11 pitch or 70 yards if played on a dedicated 9v9 pitch.
- c) The penalty area must be 28 yards wide and 12 yards from goal line.
- d) The Penalty spot must be 9 yards from goal line.
- e) Goal kicks are to be taken approximately 4 yards from goal line.
- f) A painted marker 4 yards from each post is sufficient for guidance.
- g) For dedicated 9v9 pitches a goal area can be marked out. This is to be 4 yards from goal line and 4 yards from each goal post towards the corner.



### 2. Size of Goal

- a) The size of the goal must be 16 ft. (width) x 7 ft. (height).

### 3. Number of players

- a) The maximum number of players per team including the Goalkeeper is nine (9).
- b) The maximum squad for a match day is fifteen. (9 players plus 6 substitutes).

### 4. Substitutes

- a) A club at its discretion may make substitutions on a rolling basis; except to replace a player or players suspended from the game by the Referee.
- b) Substitutions can only be made when the play has been stopped for any reason and the Referee has given permission. The name(s) and numbers of substitute(s) must be nominated to the Referee on the Official Team Sheet.

## 5. Size of the ball

- a) The matchball must be size 4.

## 6. Duration of matches

- a) Matches will last 60 minutes in duration.
- b) Ordinarily, the match lasts two equal periods of 30 minutes, unless otherwise mutually agreed between the referee and the two teams before the start of play. The only alternative permitted is three equal periods of 20 minutes.
- c) Players are entitled to an interval of half-time, which must not exceed 15 minutes.

## 7. Back pass rule

- a) The back pass rule becomes applicable as per the Laws of the Game (Law 12). Clubs are responsible for ensuring that their players know the Law, which differs to the Mini-Football Regulations.

## 8. Start and Restart play

- a) The kick-off is taken at the centre of the playing area to start the game and after a goal has been scored, as per Law 8 in the Laws of the Game.
- b) The opponents of the team taking the kick-off are at least seven yards from the ball until it is in play.

## 9. Laws of the Game

- a) Off-side, free kicks and penalty rules apply as per Laws of the Game.
- b) For any provisions not covered within these Rules, the FAW Rules and Regulations and / or the Laws of the Game apply.

## 10. Retreat Line (Optional Rule, only if agreed by both clubs)

- a) To allow the players to build out the back a **retreat line** should be marked clearly on the outside of the field of play 10 yards from the penalty area edge.
- b) During a Goal Kick the opposition team have to drop behind the **retreat line** and can only travel in once the ball moves. This will encourage players to build out from the back.
- c) Both managers have to agree to this rule prior to kick off and have to inform the referee.

## 11. Playing an Ineligible Player

- a) A club playing an ineligible player in the League will have three points deducted per offence and be liable to a fine not exceeding £250.00.
- b) A club playing an ineligible player in the cup will be deemed to have lost the match and their opponents will progress to the next round. The club causing the offence will also be liable to a fine not exceeding £250.00.
- c) Any club guilty of playing a player who is under suspension by either the Football Association of Wales or its affiliated Associations, will be deemed guilty of playing an ineligible player and the sanctions described in Rules 11a and 11b will be applicable.

## 11. Club Colours

- a) Each Academy must register details its colours with the FAW by 1<sup>st</sup> September each season on the form provided for this purpose.
- b) When the colours of two competing clubs are alike or similar, the visiting club shall change to clothing which does not include any of the basic colours of the home club. Neck and cuff trim colours on shirts shall not be regarded as basic colour for the purpose of this rule.
- c) The goalkeeper shall play in a kit clearly distinguishable from the colours of the shirts worn by all outfield players and match officials.
- d) Bicycle shorts worn by any player must be of the same colour to that of his shorts.
- e) The players shirts must be clearly numbered in accordance with the list handed to the Referee before the match and there must be no change of numbers during the match except to change the goalkeeper.
- f) Clubs are not permitted to wear black as the predominant colour.

## 12. Match Details

- a) The Football Association of Wales shall determine annually the date on which the playing season shall commence and be completed.
- b) Any match not completed may be ordered to stand as a completed match or replayed in full as directed by the FAW National Game Board.
- c) In the event of a game being postponed for any reason, both clubs are to agree an alternative date and notify the FAW Competitions Department within 14 days of the postponement. If the clubs fail to agree, the FAW Competitions Department is to impose a date without right of appeal by either club.
- d) Any club without just cause failing to fulfil an engagement to play its matches on the appointed date or dates shall for each offence be liable to expulsion from the Competition and/or such other disciplinary action the FAW National Game Board may determine, including the deduction of three points from the offending clubs record, the payment of any expenses incurred by their opponents and a fine not exceeding £500.00.
- e) The postponement of any match due to ground conditions is only allowed after the playing surface has been properly inspected by a qualified Referee. In the event of their being any doubt regarding the fitness of the ground the home club should arrange for a local referee to make an inspection at a time appropriate to avoid the visiting club making an unnecessary journey.
- f) Each club must hand copies of a list of names of players taking part in the game (including the names and numbers of the nominated substitutes to the Referee and a representative of their opponents in the presence of the Referee at least 30 minutes prior to the scheduled time for the kick off. The player's numbers and the colours of the player's kit must be clearly stated.
- g) Each home club must confirm with their opponents and the Referee the match venue and kick off time at least five days before the scheduled date of the match and the visiting club and referee must acknowledge receipt three days before the match. It is the duty of the home club to inform the appointed referee in the event of any match being rearranged or cancelled.
- h) The FAW may change any fixtures during the season to suit the overall interest of the Competition.

### 13. Group Tables

- a) Three points will be awarded for a win, one for a draw and zero for a defeat.
- b) The top two teams from every group will progress to the Super Six. The remaining teams will play in the Championship.
- c) The scores of the League matches will be recorded for the purposes of identifying the ranking of teams that progress to the Super Six and latterly the National Quarter-Finalists of the Cup Competition or the final rankings of the Championship.
- d) In the Super Six; the four clubs with the highest amount of points from the Southern and Northern Conference will progress to the National Quarter Finals. If two or more clubs are equal on points, the placing shall be determined in the following order;
  - Result between the two clubs concerned.
  - In the case of two or more teams, the results between those clubs concerned.
  - In the case of two or more teams, the goal difference between those clubs concerned.
  - Team with the greatest goal difference in the entire League.
  - Total numbers of goals scored.
  - Total number of wins.
  - Toss of a coin.

### 14. Reporting Results and Team Sheets

- a) Each home club shall email or text the match results to the FAW Competitions Department no later than twelve hours after the advertised time of the match. Failure to comply will automatically result in a £10 fine per offence.
- b) The completed teamsheets, confirming the full names of players taking part and the names of substitutes indicating whether or not they took part in the match must be submitted to the FAW within three days of the match being played. Failure to comply will automatically result in a £10 fine per offence.

### 15. Referees

- a) Home clubs must appoint and pay for a qualified referee (min. Level 4a) for every League match and for the Cup Quarter-Finals.
- b) The FAW will appoint and pay for the referee from the Semi-Final stage onwards.
- c) Referees will be entitled to a fee of £15.00 plus 35p per mile expenses.
- d) For matches where only a referee is appointed, the club linesmen should only adjudicate the ball out of play.

### 16. Protests/Appeals

- a) All protests and appeals must be referred to the Football Association of Wales in accordance with FAW Rules and Regulations.

### 17. Withdrawal of Clubs

- a) If a club withdraws from the competition at any age-group, then (if applicable) UEFA / FAW funding will be withheld (up to 33% of total, per age-group).
- b) If a club is not eligible for funding, then withdrawal is subject to a fine, which must not exceed the total of a club, which benefits from UEFA/FAW funding.
- c) The National Game Board will have the express right to suspend a withdrawing club from the competition the following year.

## 18. Under 12 Academy Registrations

- a) FAW Rule 66.9 states; “A junior Player shall only register for one junior club at a time PROVIDED THIS SHALL NOT PREVENT a junior Player also being registered with a Football Association of Wales authorised Academy. For the avoidance of doubt a junior Player who is registered for a junior club AND an Academy will retain the registration details of the Academy on any Player Passport required as per FIFA Regulations on the Status and Transfer of Players.”
- b) A junior Player registered for an Academy may transfer to another Academy as per Academy Regulations and with the approval of the Football Association of Wales.
- c) Clubs can register a maximum of 18 players, with a further three players on a six-week trial.

## 19. Registration Forms

- a) The FAW Registration Forms for the academy can be [downloaded here](#).
- b) Completed Registration Forms can be submitted in hard copy or by email to [registrations@faw.co.uk](mailto:registrations@faw.co.uk).

## 20. Academy Regulations

- a) At all times, clubs must adhere to the FAW Academy Regulations.

# Under 14 and 16 Age Groups (11 v 11 Football)

### 1. Playing Area

- a) Full size pitches are to be used in accordance with the Laws of the Game.

### 2. Size of Goal

- a) The size of the goal must be 8 yards (width) x 8 ft. (height) or 2.44m x 7.32m.

### 3. Number of players

- a) The maximum number of players per team including the Goalkeeper is eleven (11).
- b) The maximum squad for a match day is eighteen. (11 players plus 7 substitutes).

### 4. Substitutes

- a) A club at its discretion may make substitutions on a rolling basis; except to replace a player or players suspended from the game by the Referee.
- b) Substitutions can only be made when the play has been stopped for any reason and the Referee has given permission. The name(s) and numbers of substitute(s) must be nominated to the Referee on the Official Team Sheet.

### 5. Size of the ball

- a) The matchball must be size 5.

## 6. Duration of matches

- a) U.14           Matches will last 70 minutes in duration.  
U.16           Matches will last 80 minutes in duration.
- b) The match lasts two equal periods, unless otherwise mutually agreed between the referee and the two teams before the start of play.
- c) Players are entitled to an interval of half-time, which must not exceed 15 minutes.

## 7. Laws of the Game

- a) For any provisions not covered within these Rules, the FAW Rules and Regulations and / or the Laws of the Game apply.

## 8. Playing an Ineligible Player

- a) A club playing an ineligible player in the League will have three points deducted per offence and be liable to a fine not exceeding £250.00.
- b) A club playing an ineligible player in the cup will be deemed to have lost the match and their opponents will progress to the next round. The club causing the offence will also be liable to a fine not exceeding £250.00.
- c) Any club guilty of playing a player who is under suspension by either the Football Association of Wales or its affiliated Associations, will be deemed guilty of playing an ineligible player and the sanctions described in Rules 11a and 11b will be applicable.

## 9. Club Colours

- a) Each Academy must register details its colours with the FAW by 1<sup>st</sup> September each season on the form provided for this purpose.
- b) When the colours of two competing clubs are alike or similar, the visiting club shall change to clothing which does not include any of the basic colours of the home club. Neck and cuff trim colours on shirts shall not be regarded as basic colour for the purpose of this rule.
- c) The goalkeeper shall play in a kit clearly distinguishable from the colours of the shirts worn by all outfield players and match officials.
- d) Bicycle shorts worn by any player must be of the same colour to that of his shorts.
- e) The players shirts must be clearly numbered in accordance with the list handed to the Referee before the match and there must be no change of numbers during the match except to change the goalkeeper.
- f) Clubs are not permitted to wear black as the predominant colour.

## 10. Match Details

- a) The Football Association of Wales shall determine annually the date on which the playing season shall commence and be completed.
- b) Any match not completed may be ordered to stand as a completed match or replayed in full as directed by the National Game Board.
- c) In the event of a game being postponed for any reason, both clubs are to agree an alternative date and notify the FAW Competitions Department within 14 days of the postponement. If the clubs fail to agree, the FAW Competitions Department is to impose a date without right of appeal by either club.
- d) Any club without just cause failing to fulfil an engagement to play its matches on the appointed date or dates shall for each offence be liable to expulsion from the Competition and/or such other disciplinary action the FAW National Game Board may determine, including the deduction of three

points from the offending clubs record, the payment of any expenses incurred by their opponents and a fine not exceeding £500.00.

- e) The postponement of any match due to ground conditions is only allowed after the playing surface has been properly inspected by a qualified Referee. In the event of their being any doubt regarding the fitness of the ground the home club should arrange for a local referee to make an inspection at a time appropriate to avoid the visiting club making an unnecessary journey.
- f) Each club must hand copies of a list of names of players taking part in the game (including the names and numbers of the nominated substitutes to the Referee and a representative of their opponents in the presence of the Referee at least 30 minutes prior to the scheduled time for the kick off. The player's numbers and the colours of the player's kit must be clearly stated.
- g) Each home club must confirm with their opponents and the Referee the match venue and kick off time at least five days before the scheduled date of the match and the visiting club and referee must acknowledge receipt three days before the match. It is the duty of the home club to inform the appointed referee in the event of any match being rearranged or cancelled.
- h) The FAW may change any fixtures during the season to suit the overall interest of the Competition.

## 11. Group Tables

- a) Three points will be awarded for a win, one for a draw and zero for a defeat.
- b) The top two teams from every group will progress to the Super Six. The remaining teams will play in the Championship.
- c) The scores of the League matches will be recorded for the purposes of identifying the ranking of teams that progress to the Super Six and latterly the National Quarter-Finalists of the Cup Competition or the final rankings of the Championship.
- d) In the Super Six; the four clubs with the highest amount of points from the Southern and Northern Conference will progress to the National Quarter Finals. If two or more clubs are equal on points, the placing shall be determined in the following order;
  - Result between the two clubs concerned.
  - In the case of two or more teams, the results between those clubs concerned.
  - In the case of two or more teams, the goal difference between those clubs concerned.
  - Team with the greatest goal difference in the entire League.
  - Total numbers of goals scored.
  - Total number of wins.
  - Toss of a coin.

## 12. Reporting Results and Team Sheets

- a) Each home club shall email or text the match results to the FAW Competitions Department no later than twelve hours after the advertised time of the match. Failure to comply will automatically result in a £10 fine per offence.
- b) The completed teamsheets, confirming the full names of players taking part and the names of substitutes indicating whether or not they took part in the match must be submitted to the FAW within three days of the match being played. Failure to comply will automatically result in a £10 fine per offence.

## 13. Referees

- a) Home clubs must appoint and pay for a qualified referee (min. Level 4a) for every League match and for the Cup Quarter-Finals.
- b) The FAW will appoint and pay for the referee from the Semi-Final stage onwards.
- c) Referees will be entitled to a fee of £15.00 plus 35p per mile expenses.

- d) For matches where only a referee is appointed, the club linesmen should only adjudicate the ball out of play.

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- b) If a club is not eligible for funding, then withdrawal is subject to a fine, which must not exceed the total of a club, which benefits from UEFA/FAW funding.
- c) The FAW National Game Board will have the express right to suspend a withdrawing club from the competition the following year.

#### 16. Under 14, Under 16 Academy Registrations

- a) FAW Rule 66.9 states; "A junior Player shall only register for one junior club at a time PROVIDED THIS SHALL NOT PREVENT a junior Player also being registered with a Football Association of Wales authorised Academy. For the avoidance of doubt a junior Player who is registered for a junior club AND an Academy will retain the registration details of the Academy on any Player Passport required as per FIFA Regulations on the Status and Transfer of Players."
- b) A junior Player registered for an Academy may transfer to another Academy as per Academy Regulations and with the approval of the Football Association of Wales.
- c) Clubs can register a maximum of 18 players, with a further three players on a six-week trial.

#### 17. Registration Forms

- a) The FAW Registration Forms for the academy can be downloaded on the following webpage.  
<http://welshpremiership.org/201415Hub.ink>.
- b) Completed Registration Forms can be submitted in hard copy or by email to [registrations@faw.co.uk](mailto:registrations@faw.co.uk).

#### 18. Academy Regulations

- a) At all times, clubs must adhere to the FAW Academy Regulations.