



Auckland Football Federation
U13 to U19 Youth Leagues
Rules & Regulations
Season 2019

DRAFT

TABLE OF CONTENTS

TABLE OF CONTENTS	2
1 DEFINITIONS	3
2 COMPETITION.....	4
3 DISCIPLINARY MATTERS	5
4 DISPUTES AND PROTESTS.....	5
5 EQUIPMENT.....	5
6 MATCH VENUES, DATES AND KICKOFF TIMES	6
7 FIELD OF PLAY.....	7
8 REFEREES	7
9 SUBSTITUTION RULES.....	8
10 PLAYING OF FIXTURES	8
11 ELIGIBILITY OF PLAYERS.....	10
12 TEAM CATALOGUES.....	11
13 CODE OF CONDUCT	11
14 MISCELLANEOUS	11
15 TROPHY, AWARDS & MEDALS	11
16 REFERENCES	11
APPENDIX ONE - SCHEDULE OF FINES.....	12
1 ADMINISTRATION.....	12
2 DEFAULTS	12
3 PLAYING INELIGIBLE PLAYERS.....	12
4 UNAUTHORISED PLAYING STRIP.....	12
5 APPEALS.....	12
APPENDIX TWO - NZF YOUTH FRAMEWORK MATCHDAYS	13
APPENDIX THREE – GAME FORMATS – U13 to U19 Grade	1

1 DEFINITIONS

The terms given below denote the following:

- 1.1. **Competition;** any competition, tournament or league administered by AFF including pre-season, season proper, finals series and any post season tournament or knockout cup competition.
- 1.2. **Season;** The period of time starting with the first official match of the Competition and ending with the last official match of the Competition.
- 1.3. **Regulations;** Means these Competition regulations.
- 1.4. **NZF;** New Zealand Football Incorporated.
- 1.5. **AFF;** Auckland Football Federation
- 1.6. **Club;** An affiliated member club of NZF or of AFF that enters at least one team in a Competition.
- 1.7. **Competitions Manager;** means the official appointed by AFF from time to time to administer the AFF Competitions
- 1.8. **Home Venue:** A match played at a Club's own nominated match venue.
- 1.9. **Home Team;** the Club named first on the Competition fixture.
- 1.10. **Home Club;** The Club responsible for the organisation and management of matches played at their own nominated match venue.
- 1.11. **Away Team;** The Club playing a match at an opponent's nominated match venue.
- 1.12. **Player;** Any football player registered as such with a Club, and **Players** shall be construed accordingly.
- 1.13. **Playing;** Means taking the field of play including as a substitute. Being named on the Match Information/Team List and not taking the field of play does not constitute as playing
- 1.14. **Health and Safety Regulations;** The Health and Safety Act 2015 and all other relevant regulations.
- 1.15. **Match Information:** Refers to COMET Match Report, Team List, Team Card or any other means of recording player participation in a Competition Match.
- 1.16. **COMET:** Means the NZF National Registration System and Competitions Management System.
- 1.17. **Fines Schedule:** means the schedule attached to these regulations.
- 1.18. **Regional Association Disciplinary Committee;** The Disciplinary Committee of a Regional Association/Federation
- 1.19. **NZF Disciplinary Committee;** The Disciplinary Committee of NZF.
- 1.20. **Age classification (U13, U14, U15, U16, U17 and U19) – Any player in these competitions must have achieved the required age during the current calendar year i.e. U13 player must have turned 13 during the calendar year of the current season.**

2 COMPETITION

- 2.1 These Regulations regulate the rights, duties and responsibilities of all Clubs in these competitions. These Regulations are binding for all parties participating and involved in the preparation, organisation and hosting of these competitions.
- 2.2 The NZF Statutes and Regulations, the FIFA Statutes and all FIFA Regulations in force shall apply. Any reference in these Regulations to the NZF Statutes and Regulations, the FIFA Statutes and FIFA Regulations, refers to the Statutes, Rules and Regulations valid at the time of application.
- 2.3 All matches shall be played in accordance with the IFAB Laws of the Game with limited exceptions outlined in these regulations.
- 2.4 Final decisions on interpretations of any part of these regulations shall rest with AFF.
- 2.5 Participation in AFF Youth Competitions shall be open to invited clubs within the boundaries of Auckland Football Federation.
- 2.6 The entire control and management of these competitions shall be vested in AFF. AFF shall have the power to do all other things necessary to ensure the progress of these competitions through all its stages and may take appropriate action to bring about such results. All or any of the powers vested in the AFF may be delegated to a nominee.
- 2.7 AFF shall determine the number of teams that may compete in these competitions. The decision of AFF as to the composition and execution of these competitions shall be final and binding.
- 2.8 AFF may appoint a Competitions Manager or similar who shall be responsible for administration of these competitions. The Competitions Manager holds jurisdiction as per the NZF Disciplinary Code.
- 2.9 Each club wishing to compete in these competitions shall, on or before a date advised by the Competitions Manager, confirm in writing their acceptance of an invitation to compete in said Competitions.
- (a) Written confirmation is to be submitted via direct entry of teams into relevant competitions on COMET.
- 2.10 Entry to, and continued participation in, these competitions may be restricted or revoked by AFF having regard to:
- (a) The Clubs satisfying criteria established from time to time by AFF on a continuing basis.
- (b) The Club satisfying terms set by AFF from time to time.
- 2.11 From time to time AFF may set costs of participation above and beyond the normal federation and NZF levies which shall be payable to the Club's own Federation.
- 2.12 Results for all age grades must be entered by the Home Club in COMET by 12 noon on the day following the match and no later than 12 noon on the Monday following a weekend fixture.
- 2.13 **All clubs must have a signed MOU with the Federation before their team entries will be approved.**

Completion of Competitions

- 2.14 Where two or more teams are tied at the top of the competition ladder at the end of the competition then goal difference will be used to separate the teams. If the teams are also tied on goal difference then the team with the most goals scored shall be declared the winner. If still tied then the competition winner shall be shared.
- 2.15 Where more than two teams are tied for bottom of the competition ladder and the bottom two teams are to be relegated then goal difference will be used to separate the teams. If the teams are also tied on goal difference then the team with the least goals scored shall be relegated. If still tied then the teams shall play off pursuant to a knock out match with the loser of that match being relegated.
- 2.16 If for any reason the competition cannot be completed within the required time-frame the Competitions Manager may close the Competition and declare the final placings at their sole discretion pursuant to the follow factors:
- (a) Standings at the close of the competition

3 DISCIPLINARY MATTERS

- 3.1 Disciplinary incidents will be dealt with in accordance with the NZF Disciplinary Code and the FIFA Disciplinary Code.
- 3.2 The Clubs, their Players and Officials, agree to comply with the IFAB Laws of the Game and with the FIFA Statutes and Regulations, in particular the FIFA Disciplinary Code, the FIFA Anti-Doping Regulations, the FIFA Code of Ethics (in particular in matters regarding the fight against discrimination, racism and match-fixing), the FIFA Code of Conduct and NZF Statutes and Regulations, in particular the NZF Disciplinary Code, the NZF Anti-Doping Regulations, the NZF Code of Ethics, the NZF Anti-Match Fixing and Sports Betting Regulations and the NZF Code of Conduct.

4 DISPUTES AND PROTESTS

- 4.1 Any Club in these competitions may bring a dispute or protest to AFF who shall make a decision or refer to the appropriate Judicial Body according to the NZF Disciplinary Code, and advise the party or parties concerned in accordance with the relevant regulations providing that;
- (a) The protest must be in writing to the Competitions Manager, setting out the full details of the incident or protest and must be accompanied by the prescribed Incident Report Form.
- (b) A protest shall be made by the Club Secretary or other recognised club official, by three working days of the fixture of the alleged breach.
- (c) Clubs or players may appeal a decision through the process set out in the NZF Disciplinary Code.

5 EQUIPMENT

Playing Strips

- 5.1 Home teams must not deviate from the colours notified to AFF and published on the AFF website to all other teams. In addition, each Club shall select two contrasting colours for goalkeepers. These goalkeeper strips must be distinctly different and contrasting from each other as well as different and

contrasting from the Club colours and alternate strips. Any breach of this regulation may result in the offending club being fined as per the Fines Schedule attached to these regulations.

- 5.2 Where there is a clash of colours, the Away Team (i.e. second-named team) in the fixture must provide a change of shirts that does not clash with the Home Team's registered colours. Failing to provide such a change, or playing in unregistered colours that creates a clash, may incur a fine for Incorrect Strip.
- 5.3 Home teams must not deviate from the colours notified to AFF and published on the AFF website to all other teams. Away teams will be deemed to have complied with this regulation if they arrive with a strip that does not clash with the home team's registered colours as noted on the website. It shall then be the responsibility of the home team to revert to their published colours or find an alternate strip that does not clash with the away team.
- 5.4 Where necessary to ensure a game is played, training bibs may be used to differentiate colours of the two competing teams.

FIFA/IFAB Requirements

- 5.5 All players shall comply with IFAB Laws of The Game (Law 4).

Numbers

- 5.6 Shirt/Short numbers are not compulsory in AFF Youth Competitions.
- 5.7 It is however preferred for shirts to be numbered. If numbered, there shall be no duplication of numbers within a team. Shorts, if numbered, must carry the *same* number as the shirt number worn by an individual player.

Official Match Balls

- 5.8 Clubs should ensure that all match balls used are of appropriate quality and are of no risk to player health and safety.
- 5.9 Refer to Appendix 3 of these regulations for the appropriate ball size requirements.

6 MATCH VENUES, DATES AND KICKOFF TIMES

Match Schedules

- 6.1 AFF shall publish a fixture list including the match venues, dates and kick-off times for the season. All matches shall be played on the dates, times and venues as published by the Federation, and shall not be varied without the prior written approval of AFF.
- (a) If any Club wishes to change the match date or kick off time, they must advise both the opposing club and AFF (in writing) no less than 15 days prior to the scheduled game, setting out in full their reasons for requiring the change. In the event of both Clubs agreeing to the change, the Federation shall take that into account prior to giving its decision.
- i. AFF may approve the request to change; or
- ii. AFF may not approve the request to change; or

- iii. AFF without the opposing club's agreement may in its sole discretion agree to the change.
 - (b) In exceptional circumstances postponements may be proposed by Clubs through the Club Secretary or other recognised club official. Such proposed postponements must be received by the Federation no less than 24 hours before the scheduled time of kick-off and will be accepted or rejected at the sole discretion of the Federation.
 - i. In exceptional circumstances or emergencies, requests for change of fixtures, venues and kick-off times not accompanied by the permission in writing of an authorised official of the opposing team/club may be considered by AFF.
 - (c) Other changes to individual fixtures may be made at the sole discretion of AFF, not instigated by a club and not requiring permission in writing from the opposing club/team or club
- 6.2 Any additional cost incurred in changing a previously agreed match date or kick-off time shall be borne by the Club making the request.

Security - Health & Safety

- 6.3 The Host Club shall be responsible for taking all practicable measures to ensure:
- (a) That all facilities and equipment comply with the Health and Safety Regulations.
 - (b) The orderly behaviour of the crowd and safety of the match officials, players and officials of the teams and all spectators.
- 6.4 Each Club must make every effort to ensure that the NZF Code of Conduct is communicated and made available to its staff, Players, coaches, volunteers and spectators.

7 FIELD OF PLAY

- 7.1 All Host Clubs are to ensure that their grounds comply with the IFAB Laws of the Game, Law 1 – The Field of Play.
- 7.2 Matches may be played on natural, hybrid or approved artificial surfaces. Where artificial surfaces are used, the surface must meet the requirements of the FIFA Quality Concept for Football Turf.
- 7.3 Refer to Appendix 3 of the regulations for the appropriate field size requirements per age grade.

8 REFEREES

- 8.1 Referees will not normally be appointed to matches covered by these regulations except by the discretion of AFF.
- 8.2 Where there is no AFF appointed official, the home team may provide a Club Based Referee (CBR) with current accreditation to control the whole fixture.
- 8.3 If a CBR is provided he or she shall provide his/her name and membership number to the visiting coach/manager and is required to visibly wear their CBR shirt.

- 8.4 If the home team does not have a CBR, and the visiting team does, then the visiting CBR shall control the fixture.
- 8.5 If none of the above is available, the home team shall provide a Referee for the first half and the visiting team shall provide one for the second.
- 8.6 Alternatively, teams may agree at the start of the game that one volunteer referee from each team shall officiate one half each. Once agreed, the Referee should not be changed during a half other than for injury or on the mutual agreement of both team coaches. In any event, the Referee controlling any part of the fixture has the same rights and obligations as an appointed official.
- 8.7 The prime purpose of anyone refereeing in these grades is to add to the enjoyment and safety of the players through the application of the IFAB Laws of the Game, these regulations, common sense and the philosophy of fair play.

9 SUBSTITUTION RULES

Substitution Procedures

- 9.1 The procedure for substitutions shall be in accordance with the IFAB Laws of the Game.
- 9.2 The maximum number of substitutions in all AFF Youth Competitions is 5 from 5 returning (rolling) unlimited substitutions. Refer to Appendix 3 for variations to this clause.

10 PLAYING OF FIXTURES

- 11.1. Clubs must take all reasonable steps to arrive at a match on time.
- 11.2. Refer to Appendix 3 of these regulations for the appropriate match length and halftime length per grade.
- 11.3. Teams shall have a maximum of 11 players on the field at any time (9 in Girls U13 Grade) and a minimum of 7 players (6 in Girls U13 Grade).
- 11.4. Any team having seven (7) or more players present - or six (6) in U13 Grade Girls competition - must be ready to commence its match within ten (10) minutes after the published start time. Any team that does not comply shall forfeit the match.
- 11.5. If a team during any Competition match is reduced, for whatever reason, to less than seven (7) Players - or six (6) in U13 Grade Girls competition, the referee shall abandon the relevant match, subject to the provisions of the IFAB Laws of the Game.

Postponed Matches

- 10.6 In the event of a match being postponed due to any of the following the Federation will reschedule the match to be played at the soonest possible time.
- (a) Aborted Travel arrangements
 - (b) Adverse or unforeseen weather
 - (c) Field of play conditions or any other reason preventing the commencement of the game

- (d) Requests for postponements must include a confirmed date for the rescheduling of the fixture – if no date is included the fixture shall be determined to have been a default by the team requesting the postponement and the appropriate fine may be issued.

- 10.7 In the event of a late postponement by the Competition Manager on the day of the fixture but where the two teams arrive at the ground unaware of the postponement and the game is played, the Competition Manager shall at their absolute discretion determine whether the result of the game shall be recorded as played, postponed or abandoned.

Unforeseen Changes

- 10.8 In the event of a change of match venue being necessary prior to a match because of unforeseen weather or field of play conditions, the Home Club shall take all reasonable steps to give adequate notice to the Federation and the Away Team as to the new match venue. The Federation shall make the final decision, which will be binding on all parties.

Defaults

- 10.9 Any default will be recorded as a 3-0 win to the opposing team.
- 10.10 Notification of a team's default must be made in writing to the Competitions Manager by the Club secretary or other recognised Club official. The appropriate fine may be applied for all defaults – see Fines Schedule.
- 10.11 A team which defaults either two (2) matches in succession or a total of three (3) matches in the season may be disqualified from the competition at the discretion of the Federation.
- 10.12 If both teams are deemed to have defaulted, a 'no result' of 0-0 may be recorded with no points attached or the match may be rescheduled at the sole discretion of the Federation.
- 10.13 Where a team claims a match by default on the day of the match, the Club must notify the Competitions Manager in writing via email.

Suspended or abandoned matches

- 10.14 In the event of adverse weather conditions occurring during a match, where in the view of the Referee endangers the Players or Officials, the Referee may at their sole discretion suspend play for a period of up to ten (10) minutes to allow time for conditions to improve to a point where the match is able to recommence.
- 10.15 Where weather/ground conditions preceding a fixture raise doubts as to whether play shall take place, the Home Club and or referee shall call the Competitions Manager to discuss whether the ground is fit for play. Due notification of these circumstances shall be communicated to the Away Team by the Competitions Manager. The above procedure shall be initiated with the travelling time of the Away Team in mind.
- (a) In these circumstances, if the Away Team has been notified that a match is to be played, then all reasonable efforts shall be made to ensure that the match proceeds in accordance with these regulations.

10.16 Any match abandoned after kick-off, for any reason, shall be reported directly to AFF by the Referee if present and the Home Club. Upon review, the Competitions Manager may decide that:

- (a) The score at the time of the abandonment shall stand, or
- (b) The match shall be awarded to one of the teams as a forfeit win with a recorded score line of 3-0, or
- (c) The match shall be rescheduled by the Federation.

11 ELIGIBILITY OF PLAYERS

11.1 Players must play within their correct age grade unless the appropriate dispensation has been approved by the Federation. Age grade is determined by the year of birth (e.g. U13 is for players who will attain their 13th birthday during the calendar year of the current season).

- (a) Females playing in mixed gender competitions can play down one grade without dispensation.

11.2 A Player is eligible to play in these competitions provided that:

- (a) The Player is duly registered in for their club and is marked **CONFIRMED in COMET** for the current season in accordance with the FIFA Regulations on the Status and Transfer of Players and NZF Regulations on the Status and Transfer of Players

11.3 Each Club shall be solely responsible for fielding only eligible players.

11.4 Any Club found guilty of fielding an ineligible Player for whatever reason shall be subject to the following penalties;

- (a) Fine
- (b) Loss of points where points were awarded
- (c) Where a club repeatedly infringes this regulation the Federation may increase the sanction to be pronounced as deemed appropriate for the infringement.

11.5 All international transfer clearances (ITC) must be processed and completed as per the NZF Regulation of Status and Transfer of Players.

11.6 Where a club has two or more teams playing in the same division, no player is eligible to move between these teams without prior approval from the Federation. Permission to move will only be granted once per player and that player must remain in the new team for the remainder of the season.

11.7 All youth competitions for girls are restricted to female players only.

11.9 Females aged 15 years or older can play in any competition of their own age grade or older/higher.

11.10 Males aged 16 years or older can play in any competition of their own age grade or older/higher.

Dispensations

11.11 A club may apply for age dispensations for individual players who wish to play outside their age grade a maximum of one (1) grade up or down.

11.12 The maximum number of dispensations per team is limited to three (3), unless further dispensations are granted due to special circumstances as approved by AFF.

11.13 Generally, dispensations will only be approved for players to play above the correct grade in exceptional circumstances or for practical reasons, for example:

- (a) When there is a genuine need through insufficient numbers to form a team, or
- (b) Higher level players with birthdays close to the cut-off date (e.g. January), or

11.14 Generally, dispensations will only be approved for players to play below the correct grade in exceptional circumstances or for practical reasons, for example:

- (a) When there is a genuine need through insufficient numbers to form a team, or
- (b) Lower level players with birthdays close to the cut-off date (e.g. December), or
- (c) Players small of stature, or
- (d) Players with disabilities.

12 TEAM CATALOGUES

12.1 Clubs must enter their team catalogues in COMET prior to the commencement of the competition.

12.2 A player may not be included in more than one Team Catalogue.

12.3 Teams must produce their Team Catalogues if requested by the opposition. Failure to produce the Team Catalogue on request may incur a fine to the team's Club. The Team Catalogue may be viewed electronically.

13 CODE OF CONDUCT

13.1 No person is entitled to bring the NZF, AFF, the game or any related issue into disrepute. In particular, coaches and Players are not entitled to communicate negative comments which results in such disrepute. Any person who breaches this clause will be liable to be sanctioned at the sole discretion of NZF or AFF, as appropriate.

14 MISCELLANEOUS

14.1 Matters not provided for in these Regulations and cases of force majeure shall be decided by AFF. All decisions shall be final.

15 TROPHY, AWARDS & MEDALS

15.1. AFF shall present medals (17) to each of the Clubs that places 1st within each AFF Youth Division competition – includes joint winners.

16 REFERENCES

IFAB Laws of the Game

FIFA Disciplinary Code

NZF Regulations on the Status and Transfer of Players

NZF Disciplinary Code:

APPENDIX ONE - SCHEDULE OF FINES

1 ADMINISTRATION

1.1 Late or incomplete match day results not submitted as noted in these Regulations:

- (a) Fine of \$20.00 (No GST) per result, per week
- (b) 3rd and following week not submitted as noted an additional \$20.00 (No GST) & loss of one competition point
- (c) Results not entered by appointed match referees shall not be subject to these sanctions.

2 DEFAULTS

- 2.1 Defaults advised prior to 12 noon on the Friday preceding the weekend fixture or 12 noon on the day preceding a weekday fixture as defined in these Regulations may be fined \$25 (No GST).
- 2.2 Defaults advised after 12 noon on the Friday preceding the weekend fixture or 12 noon on the day preceding a weekday fixture as defined in these Regulations may be fined \$50 (No GST).
- 2.3 Defaults not advised or advised on the scheduled day of the fixture may be fined \$100 (No GST).

3 PLAYING INELIGIBLE PLAYERS

- 3.1 As per the NZF Regulations on the Status and Transfer of Players there will be a loss of match points. A fine of \$50.00 (no GST) per player may also apply for each offence.
 - (a) Where a team has fielded five (5) or more ineligible players in one match the Club may be subject to a further fine of \$250.00 per instance.

4 UNAUTHORISED PLAYING STRIP

- 4.1 Playing in strip other than Club registered home or alternate strip or failure to provide alternate strip \$50.00 each time (No GST).

5 APPEALS

- 5.1 Appeal Fee as per the New Zealand Football Disciplinary Code, Section 88;
 - (a) For Appeals to the Regional Association Disciplinary Committee \$125.00 plus GST
 - (b) For Appeals to the Disciplinary Committee (NZF fee) \$250.00 plus GST
 - (c) For Appeals to the Appeals Committee (NZF fee) \$500.00 plus GST

APPENDIX TWO - NZF YOUTH FRAMEWORK MATCHDAYS

PLAYING PLAYERS IN MULTIPLE POSITIONS

The game training model is designed to help players apply their skills in a functional way within the team environment, including increasing the positional understanding of players. It is beneficial for players to play in a number of different positions between the ages of 13-15 years.

Coaches, however, need to be mindful of how to manage positional rotation in both training and in games. Some simple rules to follow:

- Growth and maturation can influence the position a player may end up playing later on in their career so avoid creating positional specificity too early.
- Try to keep the players in at least a certain area or role for each training or game or a series of trainings or games. For example, on the right side, in the centre, on the left, as an attacker or as a defender (goalkeepers can share a half.) This way the feedback you give is relevant to what they've done and what they'll be doing. What value is feedback about attacking play when they'll spend the rest of the game in the back line? Use the game to focus on a topic and learn more about it.
- When a player has made up their mind that they want to play in a particular position, respect their decision, unless you have to share the position. If they want to play exclusively in the back, let them. They can become an expert, enjoy their time there and change later when they're ready.

EQUAL PLAYING TIME

In the Youth Framework, it has been made clear that there are a number of different factors that determine how a player develops. It is also made clear that winning should be a by-product of development, not the driving force.

It is important to give every player, regardless of their level of maturation, the same opportunity to develop as their teammates. If a player is not consistently experiencing the football problems that happen during a game e.g. they are sitting on the bench, it is unlikely that they will progress at the same rate as their teammates. New Zealand Football asks coaches to put the player at the centre. Equal playing time will give every player the best opportunity to progress.

SUBSTITUTIONS

In youth football rolling substitutions are recommended. It is important that coaches understand that substitutions can have an impact on both the flow of the game and on the players involved. Coaches should make substitutions at suitable intervals to allow the game to flow and for players to be able to have appropriate continuous game time.

New Zealand Football recommends that coaches use half time as a main substitution window. In addition to this it is recommended to have a maximum of one substitution windows during the first half and a maximum of two substitution windows in the second half (except in cases of injuries).

ASSESSING PERFORMANCE IN MATCHES

Focus your observation on how successfully the players are implementing what has recently been taught at training. The Main Focus of the cycle should be a major factor in observation, especially towards the end of the cycle.

Winning is the purpose of football and it is an important part of player development; however, the youth coach must remember that their role is not to get their team to win the Championship, but to develop individual players who will be successful within the Playing Style when they reach the Performance Phase.

On match day, it is important the youth coach avoids emotional behaviour with constant reaction to every incident in the game. Rather than shout instructions, they observe and listen to what the players do and communicate. This will help them gain an accurate indication of the players' progress and the success of their training program.

APPENDIX THREE – GAME FORMATS – U13 to U19 Grade

Youth Football											
	Format	Subs Rolling	Match Length	Minimum Field Size	Optimal Field Size	Maximum Field Size	Ball	Offside	GK's	Minimum Goal Size	Maximum Goal Size
U13 Grade Mixed	11 v 11	5 from 5	2 x 30 = 60 5 min max halftime	80m x 45m	82m x 50m	90m x 55m	4	YES	YES	6.4m x 2.1m	7.3m x 2.4m
U13 Grade Girls	9 v 9	4 from 4	2 x 30 = 60 5 min max halftime	60m x 45m	60m x 45m	70m x 50m	4	YES	YES	4m x 2m	5m x 2m
U14 Grade	11 v 11	5 from 5	2 x 35 = 70 5 min max halftime	80m x 45m	82m x 50m	90m x 55m	5	YES	YES	6.4m x 2.1m	7.3m x 2.4m
U15 Grade	11 v 11	5 from 5	2 x 40 = 80 5 min max halftime	90m x 55m	90m x 55m	100m x 60m*	5	YES	YES	7.3m x 2.4m	7.3m x 2.4m
U16 Grade	11 v 11	5 from 5	2 x 40 = 80 5 min max halftime	90m x 55m	100m x 60m	100m x 65m*	5	YES	YES	7.3m x 2.4m	7.3m x 2.4m
U17 Grade	11 v 11	5 from 5	2 x 45 = 90 5 min max halftime	90m x 55m	100m x 60m	100m x 65m*	5	YES	YES	7.3m x 2.4m	7.3m x 2.4m
U19 Grade	11 v 11	5 from 5	2 x 45 = 90 5 min max halftime	90m x 55m	100m x 60m	100m x 65m*	5	YES	YES	7.3m x 2.4m	7.3m x 2.4m

*AFF understands that due to current facility availability, maximum field size for U15 to U19 grade may extend to 105m x 70m.

Any other variations to field sizes should be applied for and may be granted by the Federation on an individual basis.