



Girls Football Competition Information 2024

Season Dates:

Promotion Relegation Games	Thursday 4 th – Thursday 11 th April 2024
Premier & Senior A1	Wednesday 1 May – 3 July 2024
Junior A grades	Wednesday 8 May – 3 July 2024
Senior A, B & Junior B grades	Wednesday 8 May – 14 August 2024
Senior C (Term 2 only subject to entries)	Wednesday 8 May – 3 July 2024
APC	Wednesday 31 July – 21 August 2024 (automatic entry)

Premier and Senior A1 are restricted entry.

Your entry must be done online via www.enternow.co.nz by **Tuesday 10 April 2024** at **11.59pm** for all grades. Late entries will be put on a waiting list.

Playing rules of the game

All matches are governed by FIFA Laws of Football, with additional variations below.

Age Groups

Senior team players must be Under 19 on 1 January of the current year.
Junior team players must be Under 15 on 1 January of the current year.

Grades

Premier	Under 19 on 1 January 2024
Senior A1 Premier 2	Under 19 on 1 January 2024
Senior A2 (Senior A)	Under 19 on 1 January 2024
Senior B & C	Under 19 on 1 January 2024
Junior A & B:	Under 15 on 1 January 2024

Game Day & Time

Games are played on Wednesdays at 4.00pm.
Games shall be **27½-minute** each way, with a **5-minute** interval between halves.

Game day balls – Home teams should have at least 3 balls available for the game - Size 5 Ball.

Please note: A team will be considered to be in default should they not field a team within the first 15-minute period of the game, unless there are mitigating circumstances, in which case a shortened game may proceed. A game cannot begin later than 4.30pm due to lack of daylight.

Teams that will be late must either:

1. Contact their opposition in advance (before 12 noon on match day) and make necessary arrangements, or
2. If stuck in traffic, attempt to contact their opposition team (don't leave a message at the school) using the school contact details on the website (you must be logged in to access).

It is recognised schools work under a variety of circumstances, and we therefore ask teams to be co-operative, conciliatory and maximise the players' enjoyment of the sport.

Fees

You will be invoiced once the season has begun.

Please note that teams withdrawn after the entry closing date will still be liable for the entry fee.

Eligibility

As per the College Sport Bylaws, outlined on the College Sport website.

For Students to play in a/the finals (including APC Knock out) they must have played for a school (current school) team in more than 50% of their round robin matches throughout the season.

Dispensation needs to be submitted 1 week prior to the start of the finals if a player has been away due to international duties.

All Premier, Senior A1 and Junior A teams eligible for Zonal and APC competitions are required to complete a team card recording all games played by each player. This card is to be affirmed (signed) by a school official and emailed to College Sport within 3 working days.

A Premier or Senior A1 team withdrawing or defaulting after the competition has started may forfeit their place for the following year.

Draw Formats

The draws will be carried out by College Sport once entries have closed.

One of two draw options will be used:

- 1. Round Robin**

Or where there are too many teams for a round robin competition, use:

- 2. Section Play** - at the end of section play, either the top two teams from each section will play off in a round robin semi-final. i.e. winner section 1 v second section 2; winner section 2 v second section 1; with winner of both semis to play the final, or there will be a straight final between sections.

Schools must first and foremost play in their own zone. If due to lack of entries within a zone, at the discretion of the draw steward, will a school be able to play in another zone.

Premier and Senior A1 Grades

Premier 1, Senior A1 and Junior A teams are required to fill out team cards these will be supplied to you by College Sport. These must be emailed to school.sport@collegesport.co.nz no later than 3 working days after the fixture has been played. Please put Girls Football in the subject line.

Player Registrations – All Grades:

- Premier and Senior A1 teams must submit the names of their players 1 week before the season start date, please go to the Premier tab at www.enternow.co.nz to do this online.
- Junior A names must be submitted at time of entry.
- All other teams are not required to submit player registrations.

Each team can name 16 players and have rolling substitutions of up to 5 players per game.

Schools are required to number or name their teams. When a school has two teams in the same grade, players may not play for both teams.

Past and Present NZSS U19, NZF U19 and U17 players cannot play in grades lower than Senior A2.

Promotion/Relegation format for 2025

Premier League – 11-week round robin competition. Winner is the team with the highest points at the end of the round robin. The bottom 2 teams in this grade will play off with the top 2 teams in the Senior A1 competition. Please see below who would play whom.

Senior A1 – 11-week round robin competition. Winner is the team with the highest points at the end of the round robin.

The top 2 in the Senior A1 competition will play off against the bottom 2 from the Premier grade the following year, in the season of the competition that will be held.

The playoffs will be 11th Premier vs 2nd Senior A1, 12th Premier vs 1st Senior A1, both winners will play in the Premier grade and the losers of the matches will be in the Senior A1 Division.

Promotion/Relegation games will be played Week 9 or 10 of Term one the following year, leading into the new season.

APC positions will be from the finishing positions after the complete round robin.

Bottom 2 of Senior A1 play off with winners of North Harbour, Central and Counties Manukau A2 for bottom 2 places in Senior A1. First teams only. Format will be decided on the number of teams that want to challenge for a Senior A1 position.

Venue

The minimum/ maximum dimensions for fields are found on this website and should be followed.

<https://collegesport.co.nz/wp-content/uploads/2022/05/IFAB-Football-Laws-of-the-Game.pdf>

Where resources permit, the field should have corner flags (of a legal height) provided by the home team even if council grounds are used.

Markings of goal areas and sidelines should be clearly visible (if other lines exist please advise the opposition before starting).

Nets are not compulsory but like other factors such as grass length will affect the quality of the game.

Council grounds being used by schools must be booked and confirmed through the appropriate council office or through College Sport bookings.

Host responsibility for player safety re field conditions

Protocols for use for artificial fields –

Only Players and officials are allowed on the turf, please make sure all players and officials have the correct footwear, boots with plastic studs, moulded boots or turf shoes because metal studs can tear the turf fibres. Flat soled shoes can also cause damage and shorten the life of the turf.

Rescheduling & Defaults

- Refer to policy for schools seeking to default from a published draw www.collegesport.co.nz/rules
- Refer to policy for schools seeking to rearrange fixtures from a published draw as above.
- **All designated contacts are listed in the College Sport Diary or on the website (members only)*

A match should only be postponed due to extreme weather or field closures, and this game must be played on the Thursday or Friday immediately following where possible

Please advise College Sport of any field closures in the first instance prior to postponement; in case they can allocate you a field. Phone 845 8496

Injury Prevention

It is hoped that teachers and coaches consistently educate players about injury prevention and safe football. In particular, the following routines should be part of all football management.

Before the game

1. The playing field should be checked for 'dangerous litter' – especially cans, glass and plastic that may have gone through mowers. Any holes or drains near the field should be marked.
2. Playing field must be in a reasonable condition for the safety of the players
3. Sprigs are to be checked before games. Discourage the wearing of sprigs on concrete paths and encourage students to file sprigs regularly. Many believe metal sprigs are the danger and plastic ones are safe – jagged plastic sprigs can still cause serious injuries.
4. Shin pads are compulsory in our competition.
5. Good warm up routines and stretches should be encouraged.

During the game

1. Dangerous tackles must not only be penalised, but coaches should speak advisedly to the player. Correct tackling techniques should be part of coaching and the dangers of jump tackles, 'propped block' tackles ankle taps and taking the legs of players must be stressed.
2. High feet in 'one to one' situations must be penalised and again coaches should speak advisedly to players.
3. Chest protection – Referees are encouraged to use lenient discretion when player's arms are struck in the act of protecting her upper body. A 'handball' is justified though if the player had time to move clear or if she played the ball (as opposed to the ball striking her.)
4. Teams should have first aid kits and host schools should have known routines to access stretchers, ice, blankets etc.
5. Injured players – no matter how important to the team – should not be told or encouraged to play on.

It is your schools' responsibility to maintain adequate safety precautions.

Team Management

Each team must ensure there is a school approved adult in charge of each team for the entirety of the game. This person is to complete the score sheet before and after the game where needed; be aware of any medical problems of players in the team; implement the rules of the competition and supervise the players. Please ensure they are familiar with College Sport Health and Safety Management policy – (refer to www.collegesport.co.nz). If a team does not have supervision, they may lose by default.

Officiating /Duties

It is the responsibility of the home team* to provide the referee. If no official referee has been appointed, duties may be shared and should be agreed upon before the match begins. Please talk to your opposition.

Home team* is to provide nets and corner flags where possible.

Home games to be as equitable as possible. This is often difficult due to limited fields, only one time slot and the number of school teams entered.

Unless qualified or extremely competent, student referees are discouraged; student referees should not be used in Premier games. Student referees should not just be impartial but seen to be impartial as several complaints arise each year about on field and half time 'socialising' with host players.

** First named team on the draw is the home team unless otherwise stated.*

Premier teams please advise if you have an official referee that is available for every home game.

Uniforms

All players must play in the school's recognised playing uniform.

Shin pads are compulsory.

Any team not in correct uniform may be deemed to have defaulted.

Playing colours should be confirmed from the College Sport website and where a clash exists the visiting team is to wear an alternate strip.

Results

Both schools are responsible for entering the results *the morning after* game day online via www.collegesport.co.nz or through the **College Sport App**.

It is the school's responsibility to regularly check the accuracy of results on the College Sport website.

Results or corrections to results will not be accepted within 3 days of a final.

Any concerns over matches must be addressed to College Sport via email (school.sport@collegesport.co.nz) the morning immediately following the fixture, later than this will severely limited the scope to fully and fairly investigate such issues. General disagreements about refereeing decisions and interpretation of the Laws of the Game will not be accepted.

Points System – All Grades

Win = 3 points

Loss = 0 points

Draw = 1 point

Loss or Default = 0 points (Win by Default, score = 3-0 (win), Loss by Default, score = 0-3 (loss).

In the Qualifying rounds, draws count.

In a Round Robin

If at the end of the qualifying round two teams have equal points the result will be decided by the following

1. Goal Difference
2. Goals For
3. Head to Head

In Section Play:

If at the end of section play, two teams have equal points, the same rule above applies.

In Playoffs and APC Knock out

All games must have a result; draws are not accepted. In the event of a draw, there will be a 5-minute break followed by extra time of 10 minutes each way. There will be no break between the extra halves. In the event that there is still no result, the match will be decided on a penalty shoot-out until a result is found. First 5 members and then continue through rest of team until a result is found.

In APC Round 1 & 2 the home team will (where possible) be given the home ground advantage. For all other rounds, home ground advantage will be based on:

1. field availability
2. previous travel distance
3. number of home games in previous APC rounds (the season rounds scheduling does not have any influence on the APC allocations).
4. Season placing

APC Finals are played on artificial turf.

Sport Administrator

Margaret Martin

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