



LOTTO U'19 YOUTH TOURNAMENT RULES - 2017

1. PLAYER ELIGIBILITY

1. All players should be between 15 & 19 and MUST therefore be born on or after 1st January 1998 and be 15 on or before 21st October 2017. No dispensations will be allowed for players under 15 years of age. All clubs must supply copies of suitable age verification e.g. Birth Certificate or Drivers Licence, for every player listed on your squad list, to the Tournament Management Board at the Managers Meeting. No player will be permitted to compete in the Tournament without such suitable evidence.
2. All players, with the exception of the guest players, must be registered members of the club they are representing. For the purpose of defining eligibility of a registered player, the player must have taken the field in at least one league game (in a Federation approved competition) for that club prior to 1st September 2017. Clubs must provide, together with dates of birth, a full list of their intended playing squad and squad playing numbers to the Tournament Management Board no later than 1st October 2017. This is a Tournament designed for club youth teams. If your club cannot fulfil the above criteria, please think carefully before entering. Any team found to be deliberately breaking the rules could be banned from future tournaments.
3. Only two guest players per squad will be permitted. A guest player is defined as one who does not meet the eligibility rule herein. Guest players' eligibility must be approved by the player's local Federation.
4. If a team loses a player or players to a national representative squad or an ASB Premiership team for the duration of the Tournament, the player/players may be replaced by one additional guest player upon application to, and approval by, the Tournament Controller.
5. Players transferred to an ASB Premiership club will be deemed to be registered (for the purposes of Napier 2017 eligibility criteria) with the club that they were registered with on 31st August 2017.

2. TEAM SQUAD

The maximum amount of players in a squad is 18. No new or additional players are permitted after 9th October 2017. Names, dates of birth and squad numbers are to be clearly listed on a squad list. This must be supplied by the due date.

3. TEAM LIST

A team list must be supplied at the Managers' meeting of all players in the correct (squad number) order with birth certificates or driver licences. The two guest players must be clearly indicated. The team shall be limited to 18 players maximum.

4. SUBSTITUTES

All 18 squad members will be allowed on the team card (seven substitutes), but only five (5) can be used in any one game.

5. PROTESTS

Protests in connection with player eligibility will only be accepted at the Managers' Meeting. All protests must be in writing, clearly stating all relevant facts. All other protests in connection with the Tournament must be received by Tournament Management within one hour of the conclusion of the match in which the dispute has arisen.

6. MATCHES

1.
 - a) In Group Play games will last 50 minutes (25 minutes each way).
Quarter-final games will last 50 minutes (25 minutes each way).
Semi-final games will last 60 minutes (30 minutes each way).
Satellite Final will last 60 minutes (30 minutes each way).
Championship Final will last 70 minutes (35 minutes each way).
 - b) Four groups of six teams will play each other once during section play with the top two teams from each group progressing to the quarter finals.
 - c) Three points will be awarded for a win, one for a draw and none for a loss.
 - d) If teams are level on points at the end of section play, goal difference will apply. If teams are still level, the highest goal scorer will qualify. If teams are still level the score of the match between the two equal sides will determine the top qualifier.
If after applying the above criteria any two or more clubs are still equal, then the club with the superior disciplinary record in this competition shall be the highest placed club.
In the event of the clubs still being equal, lots drawn under the direction of the Tournament Management shall determine the final position.
 - e) Group runners up will play group winners from an alternative group to decide the quarter finalists.
2. In the Satellite Competition for the 2017 year, the same rules will apply as above with the two finalists automatically promoted to the main draw for 2018. (These rules are subject to the number of Groups in the competition and as such, will be modified annually if necessary).
3. For the quarter finals onwards extra time must be played as the result of a draw at the end of normal time. It shall consist of two halves of 7½ minutes. If the teams are still level at the end of extra time, penalties will then be taken as per FIFA laws. In the Satellite Final if this results in a draw at the end of normal time no extra time shall be played but teams will go straight to a penalty shoot out.

7. MANAGERS' MEETING

This will be held at the Napier City Rovers clubrooms, Clyde Jeffery Drive, Park Island, Napier on Friday 20th October 2017 and it is essential that your club attends. This meeting will begin at 8.00 p.m.

8. REFEREES

Teams are invited to supply their own qualified referees, if desired, to work in conjunction with NZF Referees of Central Football. The referee's name should be forwarded at the same time as your squad list (1st October 2017), so that rosters can be produced. With three point control for every game, referees are always in short supply.

9. PLAYERS EQUIPMENT

Just about "All" FIFA Laws of the game are written for the professional game. With that in mind the Napier U19 Tournament would like to make the following ruling with respect to player's equipment

Undergarments:

- Common sense shall be used in the wearing of undergarments and goal keeper colours.
- All should be concerned on player safety in all cases.

Players Socks:

- As per the IFAB Laws of the Game the colour of tape/material used to keep the socks up etc. must be the same colour as the socks.

10. DISCIPLINE

Games are controlled by NZF Referees in liaison with Tournament Management. Players incurring two cautions during group play will automatically be suspended for one match. Players sent off will incur an automatic one-match suspension. Players sent off twice will be banned from the rest of the competition.

All teams/personnel are expected to abide by the NZ Football Code of Conduct.

