

# Ellerslie AFC Inc – Junior/Youth Division

## Tamaki League 2017 Key Points

### 1 **League Administration**

The Tamaki League is administered by the Ellerslie Club. Tamaki League competitions will be run for 6<sup>th</sup> to 9<sup>th</sup> grades as in the past.

### 2 **Composition** - The league is now composed of teams from:-

#### **6<sup>th</sup> to 9<sup>th</sup> Grades**

Ellerslie AFC

Remuera Primary School

St Michael's School

Onehunga Sports

Onehunga Mangere (7<sup>th</sup> & 8<sup>th</sup> only)

### 3 **Registration of Players**

As we are now required to register all players with New Zealand Football, we **must** be informed of any additions or deletions to your team. All players **MUST** be registered. Use the online registration options from our website. Changes to addresses or contact information should be made by members themselves using the ClubHub on-line database. (Login from the Ellerslie AFC website and click on "Update Personal Info" on the "My Details" dropdown menu)

### 4 **Club Gear**

Each year we have a significant amount of gear that goes missing (this costs the Club several thousand dollars each season). To try and reduce this, we require gear to be kept together in team lots, issued before and retrieved after each game (special arrangements may be needed for girls' teams).

Amongst other things, your team gear bag contains a set of shirts for the team. These are for use on match days only and, as with all other gear, are to be returned (clean) at the end of the season.

Please help us to prolong the life of the shirts by ensuring that your team members do not wear them for training sessions, and advise their parents not to add player's names to the shirts in a permanent manner, and not to cut them off to shorten them as has happened on the odd occasion in previous seasons. If there is a problem with the sizing of them please contact Lynnette and she will endeavour to find something more suitable from our spare shirts, although this may not always be possible due to the limited number of spares that are held.

### 5 **Pump & First Aid**

A first aid kit and ice is kept at the Club Hub next to the Artificial Turf and an electric pump (for pumping footballs) is available there every Saturday morning during the opening hours of the hub.

Resources at other grounds are limited. We suggest team coaches/managers make provisions for first aid, cold packs etc. for any games at other venues.

## 6 **Duration of Season**

The season will start on **Saturday 1st April** and conclude on **Saturday 26th August**. There will be no games on **Saturday 15th April** (Easter Weekend) , **Saturday 22nd April** and **Saturday 15th July** (Middle weekends of school holidays).

## 7 **Cancellations**

- Cancellations will always be noted on the [Auckland Football website](#) (AFF) in the 'Fixtures and Results section. They may not necessarily show as "cancellation" but the information for your game will be updated to reflect any changes in time or venue or may also just say "cancelled" but it will be shown as part of your individual game, not usually as a separate message unless there happens to be a bulk cancellation for that particular weekend.
- Following the introduction of the Artificial Turf at Michaels Avenue for most home games cancellations should be minimal but there may be the odd occasion where your team is supposed to be playing an Onehunga Mangere or an Onehunga Sports team at their grounds and the game may need to be cancelled.
- Most cancellations will be known by 6pm on the Friday before the game and will be shown on the Auckland Football website as above, however should there be a need to cancel the games on Saturday morning due to heavy rain overnight for instance, the cancellation information for those Saturday late changes only, will be recorded as a voice message on the Club Admin Line (579 7851) as soon as it is available. There will only be a message if there are cancellations to the games – if there is no message you can assume that the games will be going ahead as scheduled on the Auckland Football website (which will also be updated for any Saturday changes).

## 8 **Game Formats**

For 2017 the club will continue to use the [game formats](#) that were introduced in 2012 and phased in over the following years to reflect the recommendations of the New Zealand Football Whole of Football Plan. Refer to Game Format link to obtain information about the following:

- Number of Players per team
- Game Duration
- Pitch Size (recommended - expressed as a fraction of a full sized field)
- Ball Size
- Goal Size (recommended)
- Goalkeeper Yes/No
- Offsides

The Club will attempt to adhere to these formats as closely as possible.

## 9 **Grounds** (links show field layouts)

The Tamaki League games for 2017 will be played at Michaels Ave Reserve Artificial Turf [6th, 7th & 8th Grade games](#) , and [9th grade games](#) or [Michaels Ave Lower Grass Fields](#) for some 9th grade games, being the "home"grounds of Ellerslie, Remuera Primary and St Michael's Teams; Waikaraka Park being the "home"ground of Onehunga Sports; and Mangere Domain (7<sup>th</sup> and 8<sup>th</sup> grades only) being the "home" ground of Onehunga Mangere. Maps to grounds can be found [here](#)

There are some important points relative to all grounds that should be noted:

- In order to preserve the pitches, spectators **must at all times** at any ground
  - ❖ stay **outside** the designated boundary where the pitches have boundary fences or ropes;
  - ❖ stand at least 1 metre back from the side lines and do not stand inside the main pitch area;
  - ❖ walk around pitches to get from one to the other and not across fields;
  - ❖ and finally, where full-sized pitches are broken up into smaller pitches, spectators **must** remain outside the perimeter of the full-sized pitch.
  - ❖ **At Michaels Ave Reserve** in particular the [Rules for use of the Michaels Ave Reserve Artificial Turf](#) and Training Area must be abided by at all times when you are using those fields.
- Please vacate fields immediately play has finished - team talks and presentations are to take place **off** the fields.
- Note that car parking at Ellerslie in particular is in extremely short supply so ensure you arrive early - teams should be assembled and ready to play at least 5 minutes before their scheduled start time.

## 10 Rules

The following principles from previous years will apply for 6<sup>th</sup> to 8<sup>th</sup> grades in 2017 and also to the 9<sup>th</sup> grade where no specific mention has been made in the [9<sup>th</sup> grade regulations](#):

- Where team colours clash, the 'home' team changes strip (or uses bibs);
- The general rules of football are to be followed taking into account the relevant ages of the players participating. The following specific exemptions are allowed:
  - ❖ Players must drop back to their own 1/3 on all goalkicks (or kickins). The team in possession must start with a pass. On goalkicks, this must be a pass within their own 1/3;
  - ❖ No players can enter the goalkeeping zone. If a player does accidentally and does not touch the ball, no penalty. If a defending player enters the zone and touches the ball a free penalty shot will be awarded. If an attacking player does, a goalkick will be awarded to the defending team. Free kicks to be awarded only for blatant offences;
  - ❖ No "just kicking" at any time. Players must Dribble, Pass or Shoot (DPS). If they just kick it away in any situation it will be a free kick for the opposition.
  - ❖ In order to score a goal, all players on the attacking team must be out of their own defending 1/3. This is to encourage players to move up and not hang back by their goal.
  - ❖ In addition to the rule above, the ball and the person shooting for goal need to be in the same half of the field as the goal they are shooting at, in order for the goal to be counted.
  - ❖ Instead of throw ins, if the ball goes out of play over the side line, there shall be an indirect kick in to restart play. (i.e. it cannot be kicked directly into the goal from the side line.) It must touch someone from either team before entering the goal for the goal to count towards the score. If a goal is scored without it touching another player, play shall be restarted by a goal kick.

- **Shin guards must be worn** at all times during the game, and **must not be exposed** (i.e. they should be worn under and covered by socks). This is a FIFA requirement for player safety.
- In the 6<sup>th</sup> and 7<sup>th</sup> Grade, each team may have a Coach or Supporter on the field at all times to encourage and support their team. However, Coaches should be wearing approved footwear for the artificial turf if they are on the field there, or try to stay behind the sidelines of the full sized field as much as possible if they aren't wearing correct footwear.
- **Coaches are not permitted on the field in the 8<sup>th</sup> and 9<sup>th</sup> grades;**
- Coaches in all grades are encouraged to roll-on/roll-off players regularly during the course of the game to give all players equal playing time;
- It is recommended that each team has a designated referee so that Coaches can concentrate solely on Coaching the team;

## 11 **Timing of Games**

There are council noise restrictions in place at Michaels Ave reserve and we are not allowed to have any amplified noise (which includes the use of a hooter to start the games). However, we have been told that we are allowed to use a bell, so for this season a bell will be rung to mark the start and end of the 6th, 7th and 8th grade games. (This applies to 8th grade games on the main turf but if you are playing a game on the training area you will need to keep track of the time for those games please unless they are scheduled to kick off at the same time as the 8th grade games on the main turf)

When the end time for your game is indicated, please finish up your game as soon as possible and escort the teams from the field for team talks and presentations as outlined above. There is only a two minute window between games, so your co-operation with this is appreciated. (i.e a bell is rung to mark the end of the game that is playing and then again two minutes later to mark the start of the next game provided that there have been no delays in the office to prevent the bell person from getting to the field in time, so if the bell hasn't been sounded and time should be up, please finish your game so the next one can start)

9th grade teams will need to keep track of the time for your own games, but do please ensure that if you start your game late, you cut it short if necessary so that you can finish at the scheduled time so that the games after you are not disrupted and can start on time as scheduled. (This is an Auckland Football requirement for all grades so that a game starting late in the morning does not continue to disrupt the game schedule right through until the afternoon as games are quite often scheduled straight after one and another on the majority of the fields)

## 12 **Leagues, Draws, Results and Tables**

6<sup>th</sup> and 8th grades have been split into two groups for a grading round period of seven weeks for the 6th grade and nine weeks for the 8th grade, and the 7<sup>th</sup> grade into three groups for a grading round period of seven weeks.

9<sup>th</sup> grade have ten teams in their grade. Two complete rounds of games (home and away) should be able to be played depending on whether any games are played on Queen's Birthday weekend, and barring any cancellations.

There will be no postponement of matches during the season, so if a match cannot be played for some reason (e.g. weather conditions, ground closures etc.) it will be cancelled.

Draws will be available from the Auckland Football website [www.aucklandfootball.org.nz](http://www.aucklandfootball.org.nz) Fixtures and Results page. (Click [here](#) for a link directly to the page). You will then need to click "In House Competitions" to view all the "Tamaki League" grades and divisions. Select

the grade and group that you would like to view and click on “fixture” next to the appropriate Tamaki competition. A list of teams in each of the groups will be sent with an email at the start of the season, and for teams that have grading rounds, another list of the post-grading round groups will be sent once the new groups are known. At the time of writing there are no other clubs with “in house competitions” showing on the Auckland Football website, but this may well change and you will need to find the appropriate “Tamaki League” games on the list if games for other clubs are added later in the season.

No tables will be maintained for any of the grades, but 6<sup>th</sup>, 7<sup>th</sup> & 8<sup>th</sup> grade teams should record their results for the grading round period and send them in each week as outlined in the email that was sent to Ellerslie, Remuera Primary and St Michaels coaches and managers.

Onehunga Sports and Onehunga Mangere teams should follow any instructions given to you by your own club for the reporting of results.

During the grading round period, please confirm the result with the opposition team at the conclusion of the game. Where results for the same game are sent in differently, the result of the “home” team (the first named team on the draw) will be taken to be the correct one (AFF policy).

We must remember at all times that this League is organised for the participation and enjoyment of all participants and all games should be conducted with this over-riding rule in mind - ***Participation and Enjoyment . . .***

