

# Junior Premier League & JPL Warriors Cup Rules

## Foundation Phase (U7 – U11) Group stage rules

U7 – U10

3 x 17 minutes

U11

4 x 20 minutes

- No extra time or penalties
- 3 points for a win, 1 point for a draw, 0 for a loss
- Maximum of 5 subs (U7-U8) and 7 subs (U9-U10), roll-on/off
- Team Sheet and player ID sheet shown before game
- We would expect all members of the playing squad to play approx. 50% of the game

Ties at the top of the table will be decided by head to head results (not head-head goal difference). Teams still tied for top position after these factors, will play a play-off to decide winner. If still level, a penalty shootout will be used to determine the champion. Goal difference will not be used for U7 – U11.

Group winners at each CVF / in each region will playoff against another group winner to determine the CVF/Regional qualifier. Where there is only 1 group the winner will qualify.

Winners will then play against a neighbouring region to qualify for finals.

### **3 Way Tie**

In some cases, teams will be engaging in a 3-tie playoff to determine a winner from groups.

If this happens to one of your teams here are the full details on the format of the ties;

Age groups and match timings;

U8: 5v5. 2 x 15 mins each game

U9 & U10: 7v7. 2 x 15 mins each game

U11: 9v9. 2 x 20 mins each game

Please Note: Due to FA rules on the length of competitive blocks for foundation phase teams, we must play 3 way ties on the same day, hence the shorter games. To play these ties over multiple weeks could see us breach the allowed number of competitive playing weeks.

Further rules:

- 3 points for a win, 1 for a draw, 0 for a defeat.
- Maximum of 5 subs (U7-U8) and 7 subs (U9-U10), roll-on/off
- Team sheet and player ID sheet submitted before game
- We would expect all members of the playing squad to play approx. 50% of the game

In the unlikely event of the group finishing level after the 3 tie-breaker games are completed, goal difference will not be considered. Instead, the 3 teams would move straight to a round of 'penalty shootout' fixtures. Each team must play the other teams once until a winner of the tie is decided. After all teams have played, should there be a further tie of 2 or more teams, the penalty shootout playoff must be repeated until an eventual outright winner is determined.

### **Foundation Phase (U7 – U11) knockout/playoff stage rules**

U7 – U10

3 x 17 minutes

Team Sheet and player ID sheet submitted before game

U11

4 x 20 minutes or coaches can agree 2 x 40 minutes

Team Sheet and player ID sheet submitted before game

- No extra time, straight to penalties (U7-U10 X 3, U11 X 5)
- Maximum of 5 subs (U7-U8), and 7 subs (U9-U10) roll-on/off
- Team Sheet and player ID sheet shown before game
- We would expect all members of the playing squad to play approx. 50% of the game

### **Foundation Phase (U7 – U11) Finals rules**

U7

3 x 17 minutes

Team Sheet and player ID sheet submitted before game

U8 – U10 (Round robin format)

2 x 14 minutes

Team Sheet and player ID sheet submitted before game

U11 (Round robin format)

2 x 14 minutes

Team Sheet and player ID sheet submitted before game

- No extra time or penalties
- 3 points for a win, 1 point for a draw, 0 for a loss
- Maximum of 5 subs (U7-U8), and 7 subs (U9-U10) roll-on/off
- Team Sheet and player ID sheet shown before game
- We would expect all members of the playing squad to play approx. 50% of the game
- Group winner crowned champion
- Ties will be decided by head to head result (not head-head goal difference) , then overall goal difference, then overall goals scored. If still level, a penalty shootout will be used to determine the champion

## Further Rules & Guidance

- All teams must arrive at the stated time and register with officials on site.
- 2 x photo ID sheets must be provided to the league at registration. All players in the squad must be visible on the sheet. The league reserve the right to check any players' eligibility at any time during the competition.
- All team officials must wear club apparel (failure to do this will mean this person will not be allowed at pitch level).
- Max of 3 Coaching/club staff allowed in the technical area.
- To qualify all players must have played at least 2 games.
- Maximum squad size of 12 (U7-U8), 14 (U9-U10), 16 (U11).
- Warm – ups to take place on the pitch (and run off areas if available on site).
- Teams must be ready to kick-off at the scheduled time.
- Playing kits must be the same for all players, be uniquely numbered and not have players names on the shirt. Failure to comply will result in players being unable to play.
- Match balls will be provided.
- Subs to warm up in areas designated by match referees.
- All teams must have a fully stocked first aid kit available in the technical area and coaches should take responsibility for hydration breaks for players.
- Referees will have the ability to sin-bin players for 5 minutes (U7 – U10) or 10 minutes (U11).
- Matches may be on 4G or Grass – prepare for both.
- Although in finals we relax our 50% game time rule, we do not expect to see a player kitted up and only get 1 minute of playing time. We'd expect to see all players get a minimum of 25% game time.
- Parents / Guardians to stay in the designated spectator areas.
- Our games, player and spectator areas are 'zero alcohol and smoking' zones.
- We have a zero tolerance policy towards abuse of staff, players, coaches, referees and spectators. Those failing to behave will be ejected.

## **U12 – U18 Group stage rules**

U12 – U16

4 x 20 minutes

U18

2 x 40 minutes (Coaches can agree 4 x 20)

- Normal league game format
- No extra time or penalties
- 3 points for a win, 1 point for a draw, 0 for a loss
- Maximum of 7 subs roll-on/off
- Team Sheet and player ID sheet shown before game
- We would expect all members of the playing squad to play approx. 50% of the game.

Qualification:

- (U12 - U16) Top ranked teams qualify for Cup knockout. Mid ranked teams qualify for Trophy knockout, and Final ranked teams qualify for Shield knockout

Ties in the group table will be decided by head to head result (not head-head goal difference), then overall goal difference, then overall goals scored. Teams still tied for top position after these factors, will play a play-off to decide winner. If still level, a penalty shootout will be used to determine the champion.

## **U12 – U18 Knockout Rules**

U12 & U13

2 x 35 minutes

U14 – U16

2 x 40 minutes

U18

2 x 45 minutes

- No extra time, straight to penalties (x 5)
- Maximum of 7 subs, roll-on/off
- Team Sheet and player ID sheet shown before game
- We would expect all members of the playing squad to play approx. 50% of the game.

## **U12 – U18 Cup Final Rules**

U12 & U13

2 x 35 minutes

U14 – U16

2 x 40 minutes

U18

2 x 45 minutes

- No Extra Time
- Penalties to decide outcome if game ends a draw
- Maximum of 7 subs, roll-on/off
- Team Sheet and player ID sheet submitted before game

### **Further Rules & Guidance**

- All teams must arrive at the stated time and register with officials on site.
- 2 x FA WGS photo ID sheets must be provided to the league at registration. All players in the squad must be visible on the sheet. The league reserve the right to check any players' eligibility at any time during the competition.
- All team officials must wear club apparel (failure to do this will mean this person will not be allowed at pitch level).
- Max of 3 Coaching/club staff allowed in the technical area.
- To qualify all players must have played at least 2 cup games.
- Maximum squad size of 16 (U12) or 18 (U13 – U18).
- Warm – ups to take place on the pitch (and run off areas if available on site).
- Teams must be ready to kick-off at the scheduled time.
- Playing kits must be the same for all players, be uniquely numbered and not have players names on the shirt. Failure to comply will result in players being unable to play.
- Match balls will be provided.
- Subs to warm up in areas designated by match referees.
- All teams must have a fully stocked first aid kit available in the technical area and coaches should take responsibility for hydration breaks for players.
- Referees will have the ability to sin-bin players for 10 minutes.
- Matches may be on 4G or Grass – prepare for both.
- Although in finals we relax our 50% game time rule, we do not expect to see a player kitted up and only get 1 minute of playing time. We'd expect to see all players get a minimum of 25% game time.

- Parents / Guardians to stay in the designated spectator areas.
- Changing rooms due to their limited availability are for changing only, not team talks and storage. These need to be booked via the JPL before the event.
- Our games, player and spectator areas are 'zero alcohol and smoking' zones.
- We have a zero tolerance policy towards abuse of staff, players, coaches, referees and spectators. Those failing to behave will be ejected.

### **U12 – U18 Champions Weekend Rules**

U13 – U18

2 x 20 minutes

U15 Warriors Only

2 x 30 minutes

- No extra time or penalties
- 3 points for a win, 1 point for a draw, 0 for a loss
- Maximum of 7 subs, roll-on/off
- Team Sheet and player ID sheet submitted before game

Ties in the group table will be decided by head to head result (not head-head goal difference), then overall goal difference, then overall goals scored. Teams still tied for top position after these factors, will play a play-off to decide winner. If still level, a penalty shootout will be used to determine the champion.

### **Further Rules & Guidance**

- All teams must arrive at the stated time (one hour before first KO) and register with officials on site.
- 2 x FA WGS photo ID sheets must be provided to the league at registration. All players in the squad must be visible on the sheet. The league reserve the right to check any players' eligibility at any time during the competition.
- Teams must arrive for their 'regional winner' trophy presentation at the allocated time.
- All team officials must wear club apparel (failure to do this will mean this person will not be allowed at pitch level).
- Max of 3 Coaching/club staff allowed in the technical area.
- To qualify all players must have played at least 4 league games.
- Maximum tournament squad size of 20. Maximum match squad of 18.
- Warm – ups to take place on the pitch (and run off areas if available on site).

- Teams must be ready to kick-off at the scheduled time.
- Playing kits must be the same for all players, be uniquely numbered and not have players names on the shirt. Failure to comply could result in players being unable to play.
- All teams must bring a change of playing shirt (away)
- Match balls will be provided.
- Subs to warm up in areas designated by match referees.
- All teams must have a fully stocked first aid kit available in the technical area and coaches should take responsibility for hydration breaks for players.
- Referees will have the ability to sin-bin players for 5 minutes.
- All matches will be played on Grass.
- Although in finals we relax our 50% game time rule, we do not expect to see a player kitted up and only get 1 minute of playing time. We'd expect to see all players get a minimum of 25% game time.
- Parents / Guardians to stay in the designated spectator areas.
- A 'Sporting values' award will be presented for each age group, based on off and on field performance.
- Changing rooms due to their limited availability are for changing only, not team talks and storage. These need to be booked via the JPL before the event.
- Our games, player and spectator areas are 'zero alcohol and smoking' zones.
- We have a zero tolerance policy towards abuse of staff, players, coaches, referees and spectators. Those failing to behave will be ejected.