

Key Rules for the Junior Premier League for season 23/24

- To request the transfer of a player, clubs should follow the JPL Transfer Process, through FA Whole Game System.
- Any team who fails to fulfil a fixture without prior consent from the league will forfeit the fixture and incur the appropriate fine, with the points being awarded to the opposing team.
- Should an away team cancel their fixture on the day of a game or fail to report for the match, the team may be liable to pay towards the costs associated of the home team. Up to a maximum of £100 in line with the league fines tariff, at the discretion of the league discipline panel.
- Game Time - Every player should play a minimum of 50% in every JPL match they are selected (where appropriate).
- At every match both teams MUST have a team sheet (printed or digital) and Player photo / ID cards (printed or digital) for all players from the JPL Player Registration System.
- Team coaches participating in any game should be recognisable by wearing club apparel with club logo on. Evidence of non-compliance will see teams disciplined in line with the league fines tariff. (need to add to fines tariff?)
- The home team must provide at least 2 match standard footballs that bear the FIFA Approved Match Ball mark.
- Every team MUST have a first aid kit in their technical area.
- On matchday the Respect handshake (or fist bump) MUST be observed prior to kick off.
- In accordance with the second year of The FA trial into heading in youth football, heading will not be permitted at all matches at U7 – U10.
- Manager/Coaches and Players to remain in technical areas (unless subs are warming-up).
- Parents/spectators to be opposite side of pitch from technical areas (unless avoidable) and never stood behind/to the side of the goal.
- Respect barrier / additional line or cones to be in place on the spectators' side.
- Players, Coaches and Parents to observe the JPL Code of Conduct at all times.
- Home/Away fixtures will be 'locked' by Monday 9pm.
- Consent to alter details of a fixture e.g. KO time/venue etc (not the fixture) will not be given if after this time without dialogue with league Official Timings.
- Home teams must confirm the game by 9pm, 5 days before the game (Monday for Saturday fixture) this will update the website with venue and kick off time details.
- Away team confirm game by 9pm, 4 days before the game (Tuesday for Saturday fixture) this will update the website as match confirmed.
- Match data to be completed within 1 day of the fixture (both teams) via the JPL Game management system. This will update the site with key information on results, league placings/cup progress, and match reports.
- A match day squad can only be the amount of players required (5/7/9 or 11) + a maximum of 5 subs for 5 v 5, or 7 subs for 7 v 7 and above.
- Kick-off times are allowed between 9:30am-2pm unless the travel time is over 90 minutes in which case the earliest kick-off time allowed is 10am.
- All matches for U11s and above are played over 4 x 20 minute periods, except knockout cup matches which are played over 2 age appropriate length periods, and U18s who play 2x45mins.
- All matches for Under 10s and below are played over 3 periods of 17 minutes.

- Should 3+ players be called up to represent their District or County squad for the same match, the team have the ability to request a reschedule of the match with 7+ days written notice, and evidence of the player call-ups to the league.
- All teams with permission of the league management committee can request one 'free week' per season, with a minimum of 21 days' notice in writing to the league secretary.