

Bantams Rules

1. All squads to be a maximum of 10 players unless agreed otherwise
2. All squads to conform to the club rulings as stated within these rules
3. Pitches are to be set up and ready at least 30 minutes before kickoff which then leaves you as a manager and team time for a warmup/team talk time ready for a prompt start.
4. Manager's who are first kick off are to collect the goals, respect barrier, first aid kit, 4 corner flag poles, respect sign and in the absence of a referee the match ball from the container within the compound if it has not been set up already. If a referee is present, he will collect and return the match ball. **Manager's who are last kick off must pack all equipment and return to the storage area.** NOTE: Goal bags are to be carried and not dragged as this will prevent damage to the equipment.
5. All matches must start on time to prevent late starts for the teams that follow.
6. If all players are present for kick off and all equipment is set up, then the match should start on time, If this is not the case, the match time must be reduced for the following matches to kick off on time.
7. Once the match is finished all teams must clear the pitch immediately for the teams following to start their match on time.
8. Please ensure any litter left by your teams/parents is cleared and disposed of appropriately and not left pitch side. Any litter left will be subject to a fine from the council which effectively will be passed on to the teams concerned.
9. Matches are to be 20minutes each half with a 5-minute half time break unless otherwise stated.
10. Each team can field a maximum of 7 players at one time, one being a goalkeeper unless agreed otherwise.
11. A team can play with a minimum of 6 players. If agreed beforehand with the opposition manager, the number of players playing in each team can be reduced to even out the deficit. This would only happen if a team were short on players. If a manager knows that their team will have less than 6 players available, then it can be postponed 24hrs before kickoff.
12. There will be no loans, and no player may play until the League Secretary tells the League Rep that they are registered. If a team is short on players, the chairman could arrange for the next on the waiting list to temporarily step in.
13. The lowest number each team may play with is 6 players.
14. A match can be cancelled up to 24 hours before kickoff time, but after this time the game is forfeited, and the opposing team is awarded the win with a 1-0 win.
15. Should a game be cancelled or postponed or rescheduled with 24 hours notice your fixture will be brought forward accordingly.
16. Subs can be made on a roll-on roll of basis when the ball is out of play, informing the referee on each occasion.
17. Every player must be guaranteed at least half a match per week.
18. Kick off from the centre circle. The ball can be passed either forward or backwards. The player taking the kick off cannot shoot directly from a kick off. The ball must be passed to another player first. .
19. Goal keepers can pick up a back pass.
20. Goal kick. A player of the team in possession (The attacking team) kicks the ball from any point within the penalty area. The opponents (The defending team) must retreat to their own half until the ball is in play. The attacking team can position themselves anywhere within the field of play. The attacking team do not have to wait for the opposition to retreat and have the option to restart the game before should they choose to. The defending team may only cross the halfway line when the ball is in play. The ball is deemed to be in play once the ball has cleared the attacking team's penalty area. Should the defending team encroach prior to the ball clearing the penalty area then the kick will be retaken.

21. Leniency surrounding foul throws is given due to the age of the players however the action of a throw in should be encouraged.
22. Freekicks: Where there is a wall of three or more defenders, the attackers are not allowed within 1m (1yd) of the wall. An attacker less than 1 m (1yd) from the wall when the kick is taken will be penalised with an indirect kick. When the defending team takes a free kick in their own penalty area the ball is in play once the kick is taken; it does not have to leave the penalty area before it can be played.
23. Every opposing player must be 8yards from all free kicks/corner kicks.
24. Deliberate handball remains an offence. The following handball situations even if accidental will be a free kick.
 - The ball goes into the goal after touching an attacking player's hand/arm
 - A player gains control/possession of the ball after it has touched their hand/arm and then scores or creates a goal-scoring opportunity.
 - The ball touches a player's hand/arm which has made their body unnaturally bigger.
 - The ball touches a player's hand/arm when it is above their shoulder (unless the player has deliberately played the ball which then touches their hand/arm).

The following will not usually be a free kick unless they are one of the above situations:

- The ball touches a player's hand/arm directly from their own head/body/foot or the head/body/foot of another player close/nearby.
 - The ball touches a player's hand/arm which is close to their body and has not made their body any bigger.
 - If a player is falling and the ball touches their hand/arm when it is between their body and the ground to support the body (but not extended to make the body bigger).
25. No team can change their goalkeeper if a penalty is awarded against them, the goalkeeper at the time of the infringement must face the penalty kick. The goalkeeper must not be touching the goalposts/crossbars/nets. The goalkeeper must have at least part of one foot on/in line with the goal line when the kick is taken.
 26. The spectators are to acknowledge the Respect line and all managers are to see this carried out. Parents must stand behind the Respect barrier and not on the manager's side or behind goals.
 - 27. Sin bins will be used in place of yellow cards. Two sin bins received in the same game will result in that player being permanently replaced with a substitute.**
 28. Any conduct which we deem unacceptable will be dealt with by the committee. Managers must lead by example and not by emotions.
 29. Please inform all parents/supporters we follow the Respect code of practice. Any violent, abusive, and racial actions will not be tolerated and will be dealt with swiftly and if necessary, we will call the local authority.
 30. Any abusive or violent outbursts by parents will result in the team concerned being penalized and a 3 nil win being awarded to the opposing team regardless of the score at the time of the offence.
 31. If a volunteer/parent is brought to our attention regarding a disciplinary matter, then they may be subject to a disciplinary hearing.
 32. The official's word is FINAL.
 33. In the absence of a referee, it is the managers/assistants responsibility to ref half a game and the opposition manager/assistant to ref the other half of the game. If this is not possible then seek a parent who can ref, the match. Please ensure whoever is to ref the game is fully versed with the rules.
 34. Only one manager should coach the team when the game is in play.
 35. Only the manager and 1 assistant and the subs are to be manager's side of the pitch.

36. Ball size is 3
37. All matches are developmental where positive encouragement is a must. Players should be encouraged to learn from their own mistakes rather than punished for them.
38. No league table will be published however a league table will be kept for managers to track progress
39. No team can change their goalkeeper for a penalty. They must have the goalkeeper who was in goal when the offence was made.
40. If the game is cancelled in the first half of the season due to bad weather/unable to field a team 24 hours before kickoff time and we are unable to reschedule the match the corresponding fixture becomes a double header. This means the first half of the match is counted as the match from the first half of the season and the second half of the match will count for the match of that day. (3 points for a win or 1 point for a draw each match)
41. In the event of both fixtures falling foul to the weather/unable to field a team 24 hours prior to kick off and the match cannot be rescheduled then a score of 0-0 will be awarded to both teams and they will earn 1 point each.
42. Teams will face each other 3 times during the season with all matches located at Beddington Park.
43. There will be an end of season tournament.
44. Unlike the Inters and Juniors league there will **NOT** be two halves of the season, instead one continuous season.
45. Managers are to ensure all players are wearing the correct footwear and shin pads.
46. Please note: Parking restrictions are in force within the park. Only parking in bays is permitted so any car not parked in a bay will be subject to a fine. This is a new ruling introduced by the council and we do not take any responsibility for any parking fines issued. There are parking bays at various points in the park and the warden has informed me there are parking bays behind the cottages including a couple of disabled bays which are for use. Please be aware also we are not permitted to park within the grounds of Carshalton FC/Cricket Club and will also be subject to a fine.
47. If a player misses 3 matches without good reason the league could replace them permanently with a player from the waiting list. This includes no shows without prior notice.
48. If a player or parent falls below the expectations as aligned out on our website and in our handbook the league may opt to cancel the registration of the player and replace with a player from the waiting list.
49. All kits to be washed on a cold wash inside out to preserve them. These shirts will be returned at the end of the season to be re-distributed.
50. The mercy rule should be followed when your team is winning by 4 or more goals – our aim is not to embarrass any other teams.