

LR4.1	New Clubs or new Teams from existing member Clubs may be required to attend a meeting with the Management Committee and/or comply with any other League instructions with regards to their application.
LR4.2	At all age groups, new teams can be added at any time with the consent of the Management Committee.
LR5.1	No Member Club shall provide more than 25% of the Management Committee
LR18.1	Any team shall not include more than three players who have played in two or more of the three consecutive senior fixtures immediately prior to the game in question. For the purposes of this Rule, a more senior fixture is defined as a game in a higher division in the same age group.
LR18.2	Subject to FA Rule C dealing with players without a written contract, when a player desires a transfer, the Club the player wishes to transfer to shall submit a fully completed transfer form to the League accompanied by a fee as per the fees tariff. A transfer is not deemed complete until the Club seeking the transfer receives a registration confirmation from the Competition.
LR18.3	Further to Rule 18(N) above, in the case of an unregistered player or players the team may have the points gained in the match deducted from its total and may be fined and/or otherwise dealt with at the discretion of the Management Committee.
LR18.4	The maximum number of players who can be registered for a team at any one time are as follows: 11v11 20 players (with the exception of U17 & U18 divisions which will allow 25 players) 9v9 18 players 7v7 14 players 5v5 10 players In exceptional circumstances additional player(s) will be allowed to be registered with prior permission of the Management Committee on such terms as they deem appropriate.
LR18.6	Players will not be permitted to transfer or de-register from when they are initially registered until 1st October. In exceptional circumstances players will be allowed to transfer or de-register in this period with prior permission of the Management Committee.
LR18.7	Further to 18.6, players will be permitted to transfer between teams outside of the transfer window if these teams are within the same club.
LR18.8	At Under 7, Under 8, Under 9, Under 10 and Under 11 all players who sign for a team at a Club are eligible to play for all of the teams that their Club fields at the relevant age group. However, a player may only play for one team on any one day.
LR18.9	Matches in this competition shall be played in the following format, according to age group: U7 – 5 v 5, U8 – 5 v 5, U9 – 5 v 5, U10 – 7 v 7, U11 – 7 v 7, U12 – 9 v 9, U13 – 9 v 9, U14 - 11 v 11, U15 – 11 v 11 and the U16 – 11 v 11.
LR 18.11	Further to Rule 18(A), all registrations must be completed on WGS. Where a player is a match day registration that is not entered on WGS prior to kick off, a Norfolk FA Youth Offline Consent Form must be fully completed, signed by the player and countersigned by an Officer of the Club. Furthermore, the Form must be countersigned by an Officer of the opposing Club. Details of the player registration must then be entered on WGS by midnight on the day of the match. The player shall not play again on a subsequent match day until the player is registered and approved on WGS. Failure to comply with Rule may result in a fine in accordance with the Fines Tariff.
LR20.2	Kick off time shall be between 10.00am and 2.00pm with the home team having the right to determine the time, unless both teams agree to play at an alternative time and permission for this is given by the Management Committee.
LR20.5	Postponement of any scheduled fixture will only be permitted in the following circumstances:

	<p>(i) Entry into a National or County FA Competition</p> <p>(ii) Providing 3 or more players for League Representative matches, County School teams or trials</p> <p>(iii) Any school activity under Rule 18(N)(i) involving 3 players or more</p> <p>(iv) Any official Scout parade i.e. St George's Day</p> <p>(v) On instruction from the Management Committee, League Secretary or Divisional Secretary</p> <p>(vi) Adverse weather conditions</p> <p>With the exception of points v) and vi) above, at least 7 days' notice of any such postponement shall be given. Failure to give the required notice may result in a fine in accordance with the Fines Tariff.</p>
LR20.6	In the event of a team postponing a fixture under LR20.5(iii) the Club must provide to the Competition appropriate evidence within 7 days of the scheduled fixture.
LR20.7	Additionally, teams will be permitted to call off one league game per season, providing both the League and opposition are notified in the prescribed manner. This call off cannot be used for matches to be played after 1st April or for the purpose of participation in an external competition.
LR20.10	All matches to be played at venues which have a changing room with a toilet and basic hygiene facilities, which must include clean water which can be bottled. Failure to comply with this rule may result in a fine as per the fines tariff. Further details of the required ground standards can be found in Appendix []
LR20.11	All venues must have emergency vehicle access, which must be kept open or, if locked, someone present must have a key to open it. Failure to comply with this rule may result in a fine as per the fines tariff.
LR20.12	<p>In development football, during a match when the goal difference reaches 4, the losing team may field an additional player. If the goal difference reaches 6, the losing team may field another additional player (taking the total up to 2 additional players).</p> <p>At the point the goal difference falls to 5, the losing team must withdraw one of their additional players. At the point the goal difference falls to 3 the losing team must withdraw their final additional player (this does not need to be the same player that was put on as the additional player).</p>
LR20.13	Further to Rule 20(C) above, when giving notice of the particulars of a fixture the Officer of the Home Club must also provide details of the colour of kit that the team will be wearing, and the away team shall then ensure that they do not wear a kit that clashes with the home team. Failure to do so may result in the offending club being fined as per the fines tariff.
LR20.14	Further to Rule 20(E) above, where the Committee feel it is appropriate to do so, they shall have discretion to order that matches are played in an alternative format to home and away.
LR20.17	In the event of the home club being unable to fulfil a League match because of the inclement weather or ground conditions the home club shall before postponing the match and provided that the two teams have not already played the reverse League fixture ascertain from their opponents whether their ground is available and if it is the match shall be played on the ground of the opposing team. Any Club failing to comply with the rule may be fined in accordance with the Fines Tariff
LR20.19	Further to Rule 20(C), notice of the full particulars must be given by the Sunday evening for a Saturday fixture, and Monday evening for a Sunday fixture.
LR20.20	Any postponement from April 1st onwards where one team is at fault, excluding weather & pitch conditions, will result in a charge being issued and the game awarded to the opponents regardless of mitigation.
LR22.1	Further to Rule 22(D), in the event of a team completing 75% or more, but not all, of its fixtures, then the remaining points shall be awarded to the teams that the defaulting team should have played. No goals shall be awarded.
LR23.1	<p>Further to Rule 23(B) it is ultimately the responsibility of the home Club to provide a Referee. In the event of the home team failing to do so they may be fined in accordance with Fines Tariff.</p> <p>The non-appointment of a Referee shall not be deemed sufficient cause for the match not being played.</p>

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LR23.2	At every match, the home Club shall ensure that a whistle is available for use by the Referee and flags for use by the Assistant Referee.
LR23.3	Further to Rule 20(E) above, where the committee consider it appropriate, they can determine that match official's fees and expenses shall be paid equally by both teams