
FRIENDSHIP JUNIOR LEAGUE 2020
(FJL 2020)
TERMS & CONDITIONS

FRIENDSHIP JUNIOR LEAGUE 2020 UNDER 8/ 10/ 12/ 14/ 16

A. League Terms and Conditions

1. League Format:

- a. 7-a-Side Football Competition for U8 & U10.
- b. 9-a-Side Football Competition for U12
- c. 11-a-Side Football Competition for U14 & U16.
- d. Each age division will be divided into 1 league.
- e. Duration of play for U8 & U10 will be 20 minutes x 2 with 2 minutes break.
- f. Duration of play for U12 will be 25 minutes x 2 with 5 minutes break.
- g. Duration of play for U14 & U16 will be 25 minutes x 2 with 5 minutes break.
- h. The pitch sizing (length x width) for U8 will be 40 x 30 meters, U10 will be 55 x 37 meters, U12 will be 60 x 50 meters & U14/U16 will be 100 x 60 meters.

2. Fixtures

A fixture list will then be circulated to all participating teams via FJL 2020 group wassap.

3. Team and Player Registration

Players **can only play for one team** in the FJL 2020. For example you cannot play in Under 10 for two teams and one team Under 12.

Any team found guilty of playing ineligible Players will forfeit the game(s) in question and also lose one point per game in the standings.

Players Eligibility:	Team Size:
<ul style="list-style-type: none"> • Under 8 – Born 2012 and later • Under 10 – Born 2010 and later • Under 12 – Born 2008 and later • Under 14 – Born 2006 and later • Under 16 – Born 2004 and later 	<ul style="list-style-type: none"> • Under 8 – 14 players • Under 10 – 14 players • Under 12 – 18 players • Under 14 – 22 players • Under 14 – 22 players

- Under 8 & 10 - A total of 7 players may be sent onto the pitch for each team (including 6 players and a goal keeper).
- Under 12 - A total of 9 players may be sent onto the pitch for each team (including 8 players and a goal keeper).
- Under 14 & 16 - A total of 11 players may be sent onto the pitch for each team (including 10 players and a goal keeper).

All male players must abide strictly to the age categories as listed above, with the exception of female players, who may be two years older in each age category. If a team has not mixed out their squad they may register players throughout the season.

Teams are required to complete the registration form and submit a photocopy of birth certificate/ identity card or passport to the league Committee.

4. **Act of God**

If the field becomes unsuitable for play due to heavy rain, lightning or for any other reasons, the League Committee reserves the right to decide on the event or change the format of the event.

5. **Jurisdiction**

In the event of a protest or dispute, the **LEAGUE COMMITTEE SHALL HAVE SOLE JURISDICTION** in settling the matter.

6. **League and Additional Player Fee/ Deposit**

Registration Fee	: RM450.00 <i>per team</i>
Weekly Match Fee (U8/U10/U12)	: RM150.00 <i>per team</i>
Weekly Match Fee (U14/U16)	: RM170.00 <i>per team</i>

Team Deposit (U8/U10/U12)	: RM150.00 <i>per team</i>
Team Deposit (U14/U16)	: RM170.00 <i>per team</i>
<i>(Refundable upon completed of the league)</i>	

Additional Player Fee*	: RM20.00 per player
<i>(If more than maximum player allowed, U8 & U10: 14 Players, U12: 18 Players, U14/U16: 22 players)</i>	

7. **Payment:** CASH/ Cheque to be paid to **AIBAY SDN BHD**

Maybank : 564780164051

ASIDE : GENERAL LAWS OF THE GAME (Customised for this League)

8. Ball Out of Bounds

The ball is considered out of the playing area once it crosses the by---lines or touch lines. A normal throw-in will restart play.

9. Penalty Area

All players are allowed to be in the penalty area except during the goal-kick. Fouls committed in the penalty area will result in a penalty.

10. Goals

Players may score goals from anywhere on the pitch. A goalkeeper, whose goal-kick enters the goal directly without touching a second player, will NOT be counted.

11. Back-Pass

Back-passes are allowed to the keeper only for U8 (using his hand). As for U10 and U12 the back-passes are not allowed and the goalkeeper must refrain from handling the ball (using his hands) when in contact with a back-pass.

12. Kick-Off

A player, whose kick-off enters the goal directly without touching a second player, will NOT be counted.

13. Red and Yellow Cards

Players with three (3) yellow cards for category U12/U14/U16 will be banned from play for one (1) match. Players shown a Red card are sent-off immediately and banned from play for one (1) full match.

14. Off-Side

The off-side rule will be used in for U14 categories.

15. Pitch and Footwear

Playing area is a cow grass pitch. Players may wear 13 Plastic studs soccer shoes (metal studs soccer boots are not allowed). Players must wear shin-guards throughout the course of the league.

16. **Balls**

- U8/U10/U12 will use size 4 Match balls.
- U14/U16 will use size 5 Match balls.

17. **Substitutions**

- Substitutions may happen at any time during the match given the referee has given consent.
- The substitute must wait for the player to leave the pitch before entering.
- When substituting goalkeepers, the team must notify the referee when the ball is out-of-bounds for the substitution to happen.
- Substituted players shall be allowed to re-enter during the same match (rolling substitutions).

18. **Minimum and Maximum Number of Players**

The minimum number of players for Under 8/10 to start each half are five (5) and Under 12/14/16 shall be seven (7), failing which a walkover shall be awarded to the opponents with full points and a registered score of 2-0 or the actual score as the time of stopping play, whichever is the higher.

Teams are allowed to bring ONLY MAXIMUM the following players in the day of the league:

- Under 8/10 : 14 players (7 players & 7 substitutes)
- Under 12 : 18 players (9 players & 9 substitutes)
- Under 14/16 : 22 players (11 players & 11 substitutes)

19. **Time Allowance**

A maximum of five (5) minutes allowance shall be allowed after the starting whistle by the referee, failing which a walkover shall be awarded to the opponents with full points and a registered score of 2-0.

20. **Points System**

Win 3 points Draw 1 point Loss 0 point

21. **Teams tied in League**

In the event that two or more teams are tied on points at the end of the league, goal difference shall be used to settle the tie. If the teams are still level the team that has the greatest number of goals scored will advance. If the teams are still level the result between the teams when they played each other will decide their order. Failing a distinction, penalty kicks will be used to settle the matter.

22. **Disciplinary Sanctions**

The yellow card is used to communicate that a player, substitute or substituted player has been cautioned. The red card is used to communicate that a player, substitute or substituted player has been sent off. Only a player, substitute or substituted player may be shown the red or yellow card.

A player who commits a cautionable or sending-off offence, either on or off the field of play, whether directed towards an opponent, a team-mate, the referee, an assistant referee or any other person, is disciplined according to the nature of the offence committed.

i. **Cautionable Offences**

A player is cautioned and shown the yellow card if he commits any of the following seven offences:

- unsporting behaviour
- dissent by word or action
- persistent infringement of the Laws of the Game
- delaying the restart of play
- failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in
- entering or re-entering the field of play without the referee's permission
- deliberately leaving the field of play without the referee's permission

A substitute or substituted player is cautioned if he commits any of the following three offences:

- unsporting behaviour
- dissent by word or action
- delaying the restart of play

ii. **Sending-off Offences**

A player, substitute or substituted player is sent off if he commits any of the following seven offences:

- serious foul play
- violent conduct
- spitting at an opponent or any other person
- denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
- denying an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- using offensive, insulting or abusive language and/or gestures
- receiving a second caution in the same match

A player, substitute or substituted player who has been sent off must leave the vicinity of the field of play and the technical area.

23. Game Protest

- i. When a Team Manager/ Coach wishes to lodge a protest, he/she must do so with the Technical Director within 24 hours after the game and RM200/- deposit. The Technical Committee will be called immediately to discuss the case and the verdict will be announced as soon as the committee agreed on a decision.
- ii. The RM200/- deposit will only be refunded if the protest is a genuine case as decided by the committee but will not be refunded if the committee decides otherwise.
- iii. The decision of the Technical Committee is final and cannot be appealed.