

Sussex County Women and Girls Football League Policy Statement Season 2022-2023

Allocation of Matches

The Competition will allocate matches based upon standard fixture grids. Once released, teams have a maximum of two weeks to make arrangements with the Competition to close dates and change match dates depending on various circumstances. Once the two weeks have passed, fixtures are unable to be pushed to a later date with exception of Sussex County Cup matches, FA Cup matches or on the sole discretion of the Competition League Cup matches. If a team enters a division, then fixtures will be added in to gaps where teams are available.

If a team up to 2100 on a Monday before the immediate Sunday has not been allocated a game prior by the Competition, then they will not be given a match by the Competition for the immediate Sunday unless both teams agree to playing. Expect to be given a match every Sunday from the 4th September to the 28th May (or until all your fixtures are completed) even though when fixtures are first released you may see gaps in a team schedule.

Calling Off An Allocated Match

There is no scope for teams to call off an allocated match without penalty, a charge will be issued to the Club. Clubs have 14 days from the date of the fixture to submit their mitigating circumstances to the Management Committee for their consideration. Options open to the Committee include awarding the points/ match result and/ or issuing a fine or, in exceptional circumstances, ordering the re-arrangement of the fixture.

Late Postponements

To avoid unnecessary journeys, it is advisable to ring and speak directly to the opposing team of a postponement or unfulfilled fixture in addition to sending them an email notification, in addition to the Age Group Officer and Fixtures Secretary, Competition Referee Appointment Secretary, the Secretary of the opposing club and the match officials.

Notification of Match Results

Clubs are reminded that match results need to be notified by replying to the SMS Text Message by 1630 on the day of a match (or 2200 if midweek) (best practice is to do this at the final whistle). Full Team Details and Statistics must also be entered on to Fulltime within 3 days of the completion of a fixture. Note, it is our experience that the FA Matchday App does not fully complete this for you, so you must logon to Full-time. Failure to do so will result in a charge being issued to the Club. If a game is postponed, you are still required to complete the Text with P-P so that the Competition is aware that the match was not played.

Reduced Numbers Matches

Clubs are reminded that teams are expected to field the minimum number of players (set out in Rule 20(D)). In circumstances where you have the minimum required number of players, but this is less than the number set out in the competition you have entered (for example if you only have 9 players for an 11 a side fixture), while you can ask opponents to reduce their numbers to match, there is no obligation on them to do so. In these circumstances, as in all SCWGFL fixtures, we ask that teams exercise common sense, taking into account the relative strength of your opponents, to ensure matches are fair and competitive.

If you are aware that you may not have the required number of players to fulfil a fixture you should contact your opponent's immediately.

Conduct

Clubs are reminded of the FA Respect Code of Conduct. This applies to, and should be communicated to all players, coaches, officials and spectators competing in SCWGFL

competitions. For the avoidance of doubt, this includes the conduct of Managers and Coaches with their own players. Poor conduct will not be tolerated, and any instances should be reported to County FA.

Age Groups and Formats

Age Group	Max Players Per Team	Pitch Size	Minutes Per Half	Goal Size to be Used (in feet)
Under 8	5	5v5	20	12x6
Under 9	7	7v7	20	12x6
Under 10	7	7v7	25	12x6
Under 11	7	7v7	30	12x6
Under 12	7	7v7	30	12x6
Under 13	9	9v9	35	16x7
Under 14	11	11v11	35	21x7
Under 15	11	11v11	40	24x8
Under 16	11	11v11	40	24x8
Under 18	11	11v11	40	24x8
Open Age	11	11v11	45	24x8

Matches cannot be played on a smaller pitch than the maximum permitted per team indicated (so and u13 match with 9 players cannot take place on a 7v7 pitch)

Double-Header Matches (Youth)

If the Management Committee feels it suitable to arrange double-header games, in specific circumstances in order to complete the season, they will be setup as follows.

Double-headers are two separate matches. You can have different starting teams and substitutes for each match.

Duration of matches:

WSL: 25 minutes each way (50 minutes per match)

U18: 25 minutes each way (50 minutes per match)

U16: 25 minutes each way (50 minutes per match)

U15: 25 minutes each way (50 minutes per match)

U14: 25 minutes each way (50 minutes per match)

U13: 25 minutes each way (50 minutes per match)

U12: 20 minutes each way (40 minutes per match)

U11: 20 minutes each way (40 minutes per match)

U10: 20 minutes each way (40 minutes per match)

Double headers won't be scheduled for Under 8 and 9 age group fixtures.

Irrespective of the age group, there will be a 30-minute interval between the end of the first match and the beginning of the second match, subject to agreement of both team officials and match officials

The club hosting the double-headers will notify the opposing team (and others as required in the Handbook) of the kick-off times and usual details for both matches.

The club hosting the double-headers has to supply the referee for both matches unless mutually agreed. The referee shall receive two match fees with the total cost shared equally by the competing clubs.

Matches will be given separate kick-off times so you will receive two separate texts to report results. You will have to submit two separate match returns on Full-Time - one for each match.

Referee Fees

Women's Sussex League - £40 (flat fee)

Youth(11-a-side) - £30 (flat fee)

Youth(9-a-side) - £30 (flat fee)

Youth(7-a-side) - £25 (flat fee)

Youth(5-a-side) - £25 (flat fee)

Player Registration

New players should be registered no later than 6pm Friday for a player to be registered in time to play on Sunday.

Match Day Checklist

Please refer to the SCWGFL Match-day Checklist to ensure all necessary actions have been taken:

<https://scwgfl.com/wp-content/uploads/2021/09/Match-Day-Checklist.pdf>