

# Morden Little League Golden Rules

## **Rule One: Substitutes**

- The MLLF rule is that if any player who is registered turns up to play on a Saturday they will get to play at least one full half.
- Substitutes can only be made at half time and at no other time except where a player is injured.
- Any player substituted through injury cannot re-enter the game.
- If the injury occurs in the second half then the substitution can be made with a player substituted at half time.
- The above rules apply in any extra time played in cup matches.
- Please Note: If a player arrives late after the second half has already started, they are still entitled to play for the remainder of the match. The referee must be informed, to allow the substitution to take place.



## **Rule Two: - Player Promotion Juniors to Seniors**

- Any player selected by a higher section as a selection or a replacement, subject to the age gap rule, must move to the higher section team or resign his/her participation in the League.

The Committee or Emergency Sub-committee may grant an exemption on the advice of the League Secretary in exceptional cases

## **Rule Three: Minimum numbers to constitutes a valid Team**

- 11 a-side Senior, Junior and Girls Division teams must have a minimum of 8 players to be present to enable a game to start, with a maximum of one player difference between the teams on the pitch at the start of the game. Teams who have an extra player available must play them
- A maximum of one player difference between the teams on the pitch is only compulsory at the kick off.
- Once the game has started it constitutes a valid game and cannot be abandoned due to insufficient players.

## **Rule Four: Insufficient Players**

- If a team does not have 8 players both teams will still be expected to attend to play a friendly only with the players registered with those teams, as no player should play in an extra friendly to help make up the numbers for another team.
- If any re-arranged game is subsequently deemed to be a friendly the team that had insufficient players on the first occasion will be advised that their failure to complete the fixture at the second attempt will result in the match being awarded to their opponents 2-0. This applies only when the same team is responsible for insufficient players on two occasions.
- At the commencement of a season in the 11-a-side sections of the League, squad sizes will be variable between a minimum of 12 and maximum of 16 players.
- After the league has started the minimum number of players in a squad may drop to 9 after which the committee or Emergency Sub-Committee will decide if that team can continue. When 9 a- side is played Teams must have a minimum of 7 players to be present to enable a game to start

## **Rule Five: Goal Difference**

- It was confirmed that if any of our Autumn or Spring Division Championships end with two or more team's level on points, a Play-Off will take place. This reduces the need to score more goals against the less able teams.
- In the Coopers, Mays, Smart, and Challenge Cups Group stages, the result between the two teams, goal difference, goals scored will be the main criteria in the event of teams on level points.
- All Semi Finals and Finals and League Play Offs will be decided by penalties in the 11-a-side competitions if there has not been a winner after extra time - no replays will take place

## **Rule -Six: Double Headers**

- In the 11-a-side divisions, from time to time a double game may be required. This is only usually likely at the end of the season where postponements due to weather or insufficient players have occurred.
- This will be agreed between the Player Co-ordinator and League Secretary.