

Player Registration

Each team must have players registered and approved on Whole Game System before players are eligible to play games.

A player must be registered & approved by the Wednesday preceding the next fixture.

Any registration queries must be emailed to the League Secretary by the Club Secretary

Fixtures

The 2022-2023 season league schedule starts on the 4th of September.

There are no fixtures planned for the school holidays and results will be reviewed during this time and levels may be changed.

Postponing a Fixture

A minimum of 14 days' notice must be given to the Fixtures Secretary by email to fixtures@ldmfl.org by your Club Secretary, with full reasons if a postponement is requested. A maximum of 4 requests are allowed in a full season.

New for 2022/23 - if preferred postponements can be completed using our automated form. The form can be found on the league website www.ldmfl.org.uk under 'forms'

Amendments

If any changes are required for a scheduled fixture (i.e., change of kick off, change of date) please contact your opposition to see if the changes are acceptable.

Clubs MUST then notify the Fixtures Secretary of the agreed changes so that full-time can be updated.

Fixture Confirmation

The home team is required to confirm the fixture by email or phone by the Wednesday evening before the game. Confirmation MUST be made to the opposition and referee if you have been appointed one.

Please remember to confirm the team name, venue address, fixture date, kick off, kit colours, manager contact details and any other specific arrangements required.

Referees can only be appointed to some games

Match Day – Squad Lists

Under League Member Rule 5 it is a requirement for teams to exchange their up-to-date squad list on match day. This is to be done at least 15 minutes before the game. Either a printed copy or pdf saved to your phone or emailed is acceptable. Any player not present on the squad list will be deemed not eligible to play.

Teams failing to provide the squad list are to be reported and are liable to a maximum fine of £50.00. If a team attends a fixture without this information the fixture will not take place and the team will be charged for failing to fulfill a fixture.

<https://grassrootstechnology.freshdesk.com/support/solutions/articles/48001146406-download-a-squad-list>

Please note it is not the referee's responsibility to get involved in any registration checking.

Playing the match

Under 7 & 8s

5v5 format, minimum number of players is 4, the maximum numbers of players on match day is 10.

Play is 20 minutes per half or 10 minutes per quarter. Size 3 ball.

Under 9 & 10s

7v7 format, minimum number of players is 5, the maximum numbers of players on match day is 14.

Play is 25 minutes per half or 12.5 minutes per quarter. Size 3 ball.

Any number of substitutions may be used at any time with the permission of the referee. A Player who has been replaced may return to play as a substitute for another Player.

Referee Fee

U7 & U8 fixtures - £15 cash
U9 & U10 fixtures - £20 cash to be paid to the referee before the game starts.

Results – All teams

Both clubs should confirm the match result – either by using SMS or the FA Match Day App, by 6pm on the day of the game.

Players used, referee, respect and fair play marks MUST be completed on Fulltime within 3 days of the game.

Contacts & Information

League committee, club contacts, fixture schedule and other information can be found on the fulltime website or the League website.

www.ldmfl.org.uk