

Rochdale Online Alliance Football League – notes for club secretaries: season 2011/12

Registrations & Transfers

Registration and transfer forms must be with the Registration Secretary three days before the game; i.e. for Saturday game must be with Reg Sec by 5pm on Wednesday (rule 8B).

While serving in any branch of Her Majesty's Regular Forces, a player must first obtain the consent of his Association Secretary before signing a registration form to play for a Club (rule 8B).

It is your responsibility to check player eligibility. You can check online that players are registered.

www.rochdalefootball.co.uk > Teams

Your pink copy of the registration form is proof of registration so keep these safe in case you need to produce them.

Fees for registrations and transfers: see rules 8B, 8E & 8I.

Registration and transfer deadline is 1 March 2011 (rule 8J).

Each team can have a maximum of 30 players registered at any one time (rule 8C).

Consequences of playing an unregistered player: see rule 8O.

Consequences of playing a player under LFA suspension: see rule 8O

Player Eligibility

If you have a reserve team, players are not eligible for the 2nd or 3rd teams if they have played any part in 10 or more League and Cup matches combined for a team (or teams) ranked in higher divisions (rule 8N). The above also applies to cup games and to any player transferred from another club.

Matches

Home team should make contact with the referee during the week before the match.

Kick off times: Saturdays 2.00pm, Mondays & Wednesdays 6.00pm (rule 10B).

Home team must provide nets, corner flags and a minimum of two match balls (rule 10B).

Both teams should have a first aid kit, whistle and assistant referee (rule 10B).

Team Sheet

Before the game

Each team has their own team sheet. Complete the date, division/cup, team names and referee's name (rule 11A).

Complete the players' numbers and names in full – no initials – in block letters (rule 11A).

There is space for 5 subs on the team sheet, only three of these can be used during the game (rule 10G).

The completed team sheet must be handed to referee 10 mins before kick off (rule 10G).

After the game

Each team must complete their team sheet with the result, mark their goal scorers, any cards received and any playing substitutes must be marked with a star (rules 11A & 11C).

Each team must also mark the referee and write in the name of the person completing the sheet (rule 11C).

[A referee's mark of 40 or less must be followed up with a letter of explanation to the Management Committee (rule 11C).]

Give the yellow copy of your team sheet to the opposition.

Send white copy of your team sheet to the Registration Secretary. This must arrive by 5pm three days after the match i.e. for Saturday game the sheet must be delivered by 5pm on Wednesday (rule 11A).

The home team shall pay the referee's fee after the game (rule 13E).

The home team must phone in the result to the Results Secretary before 6pm on Saturdays or before 9pm on weekdays (rule 11B). Please also inform the Results Secretary of any result in an external cup competition.

Cup Games

To be eligible to play in any Cup Semi-final or Final tie, a player must have played in a minimum of 4 matches for his team (rule 22K)

A player may only play for one Club in any Cup Competition in this League (rule 23J).

Kick off times may be amended for cup matches.

The referee's fee is split equally between both teams (rule 23N).

Clubs with reserve teams should pay particular attention to rule 23J on the eligibility of players.