



Matchday Procedures DGLL Season 2025-26

Pre-Match:

Refer to the fixtures list on the website in suitable time to check the fixture (who and where)

Weekly notifications will go out from Full Time at 10pm on every Sunday prior to the following weeks game with opposition & referee (where allocated) details

The Fixture Secretary is responsible for managing fixtures and will use Full Time as a means of communicating any changes

Alan Dawson for all Fixtures secretarydgl@gmail.com

Monday evening prior to the following Saturday's fixture: Home Manager to contact the opposition to set up the following Saturday's fixture.

Tuesday evening prior to the following Sunday's fixture: Home Manager to contact the opposition to set up the following Sunday's fixture. Open Age Teams to ensure the referee is also contacted by Tuesday at the LATEST.

Kick off time to be confirmed, at Central Venues the DGLL determines Kick off times and pitches and will provide referees,

For all other Youth games, the home team determines Kick Off which MUST be between 0930 & 1215 UNLESS permission has been granted by the DGLL for an earlier/later kick off.

The default listed kick off time in FULL TIME for u14-u18 fixtures is 1030 and games must be scheduled to be complete by 1400. **Teams should amend Full Time accordingly.**

No youth team travelling more than 30 miles shall kick off earlier than 1100 unless agreed with both teams.

Open Age Kick offs are 1330 for Division 1 & all cup fixtures (except finals) and either 1030 or 1330 in Division 2 and 3. Division 2 & 3 teams must declare which kick off time they require prior to season start.

Teams should be aware that mid-week games will be scheduled for September, April & May.

Midweek games are Mondays & Wednesday for Youth and Tuesday & Thursday for Open Age unless there is a valid reason for a different day.

Pitch Fees at Central Venues and the method of payment will be communicated to Club Treasurers separately

Directions to ground to be communicated

Check kit both teams playing in; Any colour clash then the AWAY team need to change, bibs should NOT be worn unless the shirt numbers are clearly visible

Referees

It is the Home Managers responsibility to provide a County FA registered referee if there is no League appointed Referee, and this should be done in suitable time before the match. Teams from U13 through U18 provide their own FA registered Referees **except** at Central Venues.

The name of the referee should be confirmed to the opposition – please also indicate whether the referee is a qualified official or a parent/helper. The Home Club at u13-u18 is also required to submit the Referee details into FULL TIME as part of the match reporting process.

If the appointed referee does not turn up for the match, the home team can offer in a substitute referee however the away team can reject the substitute referee

If for any reason a neutral referee is required; Home or Away Manager to contact the Referee's Secretary to arrange giving **at least** 14 days' notice to the league secretary secretarydgl@gmail.com

Referee Fees, payable prior to kick off. The default payment, if the Referee requires, is CASH **regardless** of Club preference.

Ladies £45
U16-U18 £35
U14-U15 £30
U9-U13 £25
U7-U8 £20

Match Day:

Home Manager to ensure the pitch meets FA standards; corner flags, goal posts\nets etc. are of the right standard and match balls are available. This includes Central Venue pitches

Both Home and Away Managers must check player registrations and submit a full list of players playing in the fixture to the Referee. (The Referee will be required to certify that you have provided this on his online match report.)

Please Note any player not on the list may not play, this means that if you fail to provide the referee with a list of players **ALL** your players are ineligible, and the Club will under the rules be subject to the sanctions for ineligible players.

If a team does not have any registration document (Squad list downloaded from Club Portal with Photo's), then the game cannot be played under the rules of the League; the game can be played as a friendly – this game would however be classed as an unauthorized cancellation.

Where a team fails to provide the required ID documents the opposition MUST notify the DGLL via TEXT/WHATSAPP on 07498 218368 BEFORE any kickoff and advise the referee that the game is being played as a friendly.

Failure to notify the DGLL prior to kick off will see the resulting fixture count as a valid league/cup tie.

Managers need to familiarize themselves with the cutoff date for eligibility to play at the relevant age group

The match result must be reported to the FULL TIME Portal, or via Matchday, by the HOME TEAM Managers (or representatives) by 6.00 p.m. on the Day of the game; in the event of a midweek game by 9.00 am the following day. This includes all development fixtures.

Failure to input the result will incur a £20 fine

A match report form must be completed by both the Home and Away Manager, using FULL TIME or the FA MATCHDAY app within 96 hours of the final whistle, this to include player stats etc as required by the App.

Help files on Matchday App are available via the links below

<https://grassrootstechnology.thefa.com/support/solutions/articles/48001026721-entering-player-statistics-on-full-time>

<https://grassrootstechnology.freshdesk.com/support/solutions/articles/48001073161-submitting-your-match-report-to-full-time>

<https://grassrootstechnology.freshdesk.com/support/solutions/48000396671>

Failure to input any part of the match report will incur a £20 fine, The DGLL is aware that FA Matchday App is prone to synchronization issues, and from season 2025-6 Team Administrators MUST ensure that the report is lodged in FULL TIME by logging in to that Portal and checking the information has been submitted. The DGLL will not accept screenshots from FA Matchday as evidence that the match report has been submitted because of the synchronisation issues associated with the App.

Home and Away Manager to check the website to ensure correct result has been recorded and to start process for the following week's game

All matches are to be played in accordance with the Laws of the Game as determined by the International Football Association Board or for Mini Soccer the Laws of Mini Soccer as set down by the Football Association

U14-U18 games and above to be played on pitches complying with the FA recommendations listed in the league rules

Players, other than the goalkeeper are NOT permitted to wear tracksuit bottoms or hats during a game. Gloves may be worn at any time by any player and cycle style shorts may be worn under football shorts as may tights or leggings. Socks and Shin pads to be worn over any tights or leggings. The management committee may decide to relax the rule about headgear in very severe weather.

Snoods, scarves hoodies are prohibited from being used by any player.

Please see the FA Website for more information and downloads

NO Jewellery is permitted to be worn and there is NO taping allowed. Players with Jewellery that "cannot be removed" may NOT play in fixtures. Spectacles/Goggles may be worn in compliance with all relevant guidance

For games on 3G players and team officials must wear the recommended footwear as directed by the individual venue.

For Games at the Racecourse Hub, players, manager, & spectators will need to have registered with Leisure United, because you are required to scan in on entry through the turnstiles.

The link to register and download the app is <https://app.leisureunited.com/Home/Start>

Match Cancellations:

Except by permission of the fixture's secretary, all fixtures must be completed in line with the fixture list

posted on the FULL TIME, teams should be aware that league fixtures are dynamic i.e., liable to change with a minimum of 5 days' notice.

Where fixtures are not completed in line with the fixture list, and the League have not been notified or approved a change in fixture then appropriate fines will be issued

Managers should review the original fixture list prior to the start of the season and ascertain where there might be an issue and contact the fixtures secretary

The Manager who is requesting a cancellation or has the need to cancel must contact the relevant Fixture Secretary, whatever the situation before cancelling the match

There may be times when Managers don't know until arriving at the pitch that the game cannot be played – they still need to contact the Fixture Secretary to advise the game has not been played and the reason (i.e., waterlogged, frost etc.). This can be done via the Matchday App

The Fixture Secretary will rearrange fixtures to allow the game to be played – this will be posted on the fixture list on the website. Teams may not rearrange their own fixtures.

Postponements at The Racecourse Central Venue & Leesbrook Academy

Leisure United (NOT the DGLL) are responsible for Pitch Inspections at the Racecourse on the Day of the fixtures (Saturday) and postponements will be advised immediately via the DGLL **X** (formerly Twitter) Feed

Please subscribe to this feed **@dgllsecretary**. Please note this feed DOES NOT ACCEPT incoming messages.

Identification cards:

Prior to the commencement of the match, managers shall satisfy themselves that the opposition players are registered.

Each team should be identified by their photos with each manager present.

This should be done in a non-obtrusive manner and one that would promote dignity of the players.

The Registered Squad List c/w photos can be downloaded from the Whole Game System CLUB PORTAL

Team Administrators should login to WGS and select "My Clubs & Teams" and then click "Club Portal"

Select "Players" then "Show Actions" then "Squad List"

Select the team you want to download and confirm, then confirm again the GDPR notice.

The select Download.

Please Print off the Squad List , this is the required ID document for showing your opposition each week

You can also keep a digital copy on your smart device.

You will be required to certify in your online Match Report that you have shown the ID document to your opponent.

Age Groups/Pitch Sizes/Ball Size

Age on 31 August of the relevant Playing Season	Eligible Age Groups	Maximum Permitted Format	Recommended Minimum Pitch Sizes		Recommended Maximum Pitch Sizes		Recommended Goal Sizes in feet	Ball Size
			Yards	Metres	Yards	Metres		
6	Under 7	5v5	30 x 20	27.45 x 18.3	40 x 30	36.3 x 27.45	12 x 6	3
	Under 8		30 x 20	27.45 x 18.3	40 x 30	36.3 x 27.45	12 x 6	
7	Under 8	5v5	30 x 20	27.45 x 18.3	40 x 30	36.3 x 27.45	12 x 6	3
	Under 9	7v7	50 x 30	45.75 x 27.45	60 x 40	54.9 x 36.6	12 x 6	
8	Under 9	7v7	50 x 30	45.75 x 27.45	60 x 40	54.9 x 36.6	12 x 6	3
	Under 10		50 x 30	45.75 x 27.45	60 x 40	54.9 x 36.6	12 x 6	3
9	Under 10	7v7	50 x 30	45.75 x 27.45	60 x 40	54.9 x 36.6	12 x 6	3
	Under 11	9v9	70 x 40	64 x 36.6	80 x 50	73.15 x 45.75	16 x 7	4
10	Under 11	9v9	70 x 40	64 x 36.6	80 x 50	73.15 x 45.75	16 x 7	4
	Under 12		70 x 40	64 x 36.6	80 x 50	73.15 x 45.75	16 x 7	
11	Under 12	9v9	70 x 40	64 x 36.6	80 x 50	73.15 x 45.75	16 x 7	4
	Under 13	11v11	90 x 50	82.3 x 45.75	100 x 60	91.44 x 54.9	21 x 7	
12	Under 13	11v11	90 x 50	82.3 x 45.75	100 x 60	91.44 x 54.9	21 x 7	4
	Under 14		90 x 50	82.3 x 45.75	100 x 60	91.44 x 54.9	21 x 7	
13	Under 14	11v11	90 x 50	82.3 x 45.75	100 x 60	91.44 x 54.9	21 x 7	4
	Under 15		90 x 50	82.3 x 45.75	110 x 70	100.58 x 64	24 x 8	5
14	Under 15	11v11	90 x 50	82.3 x 45.75	110 x 70	100.58 x 64	24 x 8	5
	Under 16		90 x 50	82.3 x 45.75	110 x 70	100.58 x 64	24 x 8	
15	Under 16	11v11	90 x 50	82.3 x 45.75	110 x 70	100.58 x 64	24 x 8	5
	Under 17		100 x 50	91.44 x 45.75	130 x	118.87 x 91.44	24 x 8	
	Under 18		100 x 50	91.44 x 45.75	130 x	118.87 x 91.44	24 x 8	
16	Under 17	11v11	100 x 50	91.44 x 45.75	130 x	118.87 x 91.44	24 x 8	5
	Under 18		100 x 50	91.44 x 45.75	130 x	118.87 x 91.44	24 x 8	
	Open Age		100 x 50	91.44 x 45.75	130 x	118.87 x 91.44	24 x 8	

Duration of Play

The DGLL plays halves for mini soccer fixtures (no quarters) due to the logistics in the booking schedules.

ALL DGLL games shall play the **maximum** minutes per game as per the table below, except where Double Headers are scheduled. Playing Time for Double Headers will be notified on a game-by-game basis to Teams.

Age Group	Minimum Duration of play per quarter (minutes) (Mini-Soccer)	Maximum Duration of play per quarter (minutes) (Mini-Soccer only)	Minimum duration of play per half (minutes)	Maximum duration of play per half (minutes)	Maximum playing time in one day in all organised development fixtures (minutes)	Maximum playing time in one day in all tournaments and trophy events/festivals (minutes)	Competition structure
Under 7 and Under 8	5	10	10	20	40	60	Development focused with a maximum of 3 trophy events per season over 2-week periods. (6 weeks)
Under 9 and Under 10	10	12.5	20	25	60	90	Development focused with a maximum of 3 trophy events per season over 4-week periods. (12 weeks)
Under 11	N/A	N/A	20	30	80	120	Development focused with a maximum of 3 trophy events per season over 6-week periods. (18 weeks)
Under 12	N/A	N/A	20	30	80 (if applicable)	120	Any varieties including one season long league table
Under 13 and Under 14	N/A	N/A	25	35	100	150	Any varieties including one season long league table

Under 15 and Under 16	N/A	N/A	25	40	100	150	Any varieties including one season long league table
Under 17 and Under 18	N/A	N/A	25	45	120	180	Any varieties including one season long league table

First Aid Kits

Each team must provide a first aid kit adequate to cover minor injuries such as cuts, abrasions, and bruises etc. Failure to do so may result in the suspension of a Club.

Behaviour of Players , Managers & Spectators

The Officials and Committee members of each Club are responsible for the actions of players, officials, members, and spectators always where a Club business is concerned. Clubs are further required to ensure that all precautions are taken to prevent players, officials, members, and spectators causing trouble during or at the conclusion of matches.

Photography

Video and still photography at all DG&LL League or Cup matches or unique events is permitted but may only be used with the permission of the managers involved in those matches or unique events. You may **NOT** record the game without the agreement of the opposition manager.

Please be aware that there may well be players with Child Protection Orders playing in fixtures and safeguarding is paramount. In addition, there may be valid safeguarding reasons for some adult players not to be filmed.

Determining Championships

League rankings will be decided in any one or more of the following ways: -

OPEN AGE FOOTBALL ONLY

in accordance with SCOR

YOUTH LEAGUES ONLY

In accordance with SCORY plus (if required)

If the first and second placed teams are level on points, then a deciding match played to a conclusion- extra time and kicks to be taken from the penalty mark in accordance with the prescribed rules will decide the league winners

In the event of more than 2 teams finishing level on points, the following will apply to determine positions

- 1) Head-to-Head, (to include points gained, goal difference, goals scored)
- 2) Number of Wins
- 3) Goals Scored
- 4) Drawing of Lots by the management committee

Once the first and second placed teams are determined a deciding match played to a conclusion- extra time and kicks to be taken from the penalty mark in accordance with the prescribed rules- will decide the league winners

For deciding matches, in the event of the scores in a special championship match, played under conditions determined by the management committee, being level at the end of the game, ten minutes' extra time shall be played in two equal periods of five minutes for mini soccer, twenty minutes in two equal periods of ten minutes for 9/11 a side up to age group U16.

Games at U17/U18 will have thirty minutes' extra time in two equal periods of fifteen minutes.

In the event of scores remaining level after extra time, up to and including age group U16, the championship will be shared between the 2 teams.

U17/U18 championship games if level after extra time will be settled by penalty kicks.

Player Registration System

As from Season 2022-23 Player registrations are MANDATORY in the FA Player Registration System. Players MUST be registered in WGS and approved by the Competition before becoming eligible to play in the Competition.

ALL Teams MUST have a copy (either paper or electronic) of their registered squad lists (c/w photos). This can be downloaded from WGS Club Portal and must be available as part of the ID checks pregame.

U11 & Under NO HEADING TRIAL

For Season 25-26 U11 & below will remain in the NO HEADING TRIAL. However, u12 teams and above may head the ball.

Kick/Dribble Ins

For season 24-25 u7/8/9 teams will replace throw ins with Kick in/Dribble ins as specified by the FA. This will extend to u10's from season 25-26. Please ensure that you have a copy of the updated Mini Soccer Rulebook from the FA.

Mini Soccer use of Power Play

The DGLL Management Committee approved the use of Power Play for Mini Soccer games again this season and full details are available via the link below.

<https://dgll.tiny.us/Mini-Soccer-Handbook-2025>

Changes to the Laws of the Game

<https://www.theifab.com/law-changes/latest/>

Laws of the Game 2025-26

<https://downloads.theifab.com/downloads/laws-of-the-game-2025-26?l=en>

FA Handbook 2025-26

<https://www.thefa.com/football-rules-governance/lawsandrules/fa-handbook>

DGLL Website

<https://dgll.co.uk/>

DGLL Full Time page

<https://fulltime.thefa.com/index.html?league=7061155>

Invoicing Information

Invoicing for season 2025-26 will be directly e-mailed invoices and payment by BAC's or Card only.

Central Venue Pitch fees for u7-u11 next season will be billed with a fixed monthly fee, for 3 games per month, (£54), for 7 months, starting August 1st onwards and then a reconciliation invoice, for any games over the 21 previously charged, due April 1st, 2026.

Individual game charges are £18.00 per team per game for u7-u12.

£36.00 for u13 and above (Home team pays)

U7-U11 pitch invoice dates will be. Aug 1st, Sept 1st, Oct 1st, Nov 1st, Dec 1st, Jan 1st, Feb 1st, March 17th

Payment is due 14 days after invoice date.

Central Venue Pitch fees for u12-u18 will be billed in full with a fixed fee based on league games scheduled and then a reconciliation invoice due April 1st, 2026, for any additional fixtures.

U12-u18 pitch invoices will be billed in June with a due date of 1st September.

Player Registration fees will be consolidated and billed on Oct 1st, Dec 1st, Feb 1st & April 1st rather than an initial payment and subsequent individual invoices. Player Registration fees are £10 per player, Dual Registrations will be free from Season 24-25.

Automatic Renewal of Club Membership

Clubs are reminded that their Team(s) membership of the DGLL is automatically renewed each year.

Teams DO NOT have to reapply.

However, Clubs MUST submit a resignation for any team not playing or possibly not playing in the following season by the due dates identified in the rules to ensure they avoid a fine.

The Deadline Dates are

Youth 90 days before the AGM

Open Age 31st March in the year of the AGM

The Fine for not starting the season after entering is £100

The Fine for not resigning by the deadline date and then subsequently resigning is £100