

FOOTY JAPAN COMPETITIONS COMPETITION REGULATIONS

Version 1.0

Issued by Footy Japan Competitions under the authority of Footy Japan K.K.

1. Scope

These Competition Regulations govern the administration and operation of competitions organised by Footy Japan Competitions, including:

- Tokyo Metropolis League
- Footy Japan Cup
- Kanto International Masters Soccer 7's
- Footy Japan 7's tournaments

Match rules are governed separately under the Adult Competition Rules.

Disciplinary matters are governed under the Disciplinary Code.

2. Scheduling

Where possible, fixtures will be scheduled approximately one month in advance.

Schedules will be published on the Footy Japan Competitions fixtures page.

Team captains are responsible for ensuring their team is aware of scheduled fixtures.

3. Fixture Availability

Captains must inform competition administration, in advance, of any dates on which their team is unavailable before schedules are published.

Requests submitted after publication may not be accommodated.

4. Rescheduling and Cancellations

Once fixtures are published, matches cannot be rescheduled or cancelled by teams.

If a team is unable to fulfil a fixture, the match will be recorded as a forfeit.

5. Forfeits

If a team forfeits a match:

- the team will receive a loss and applicable point deduction
- the opposing team will be awarded the match result in accordance with Competition Rules
- the forfeiting team must pay match fees for both teams

If a team cancels a match within seven (7) days of the scheduled fixture, an additional **¥4,000 cancellation fee** will be charged.

Where forfeits impact league standings (promotion, relegation, championships), Footy Japan Competitions may adjust scorelines where necessary to preserve competitive integrity.

6. Ground Allocation

Teams are encouraged to assist in securing suitable venues.

Teams that contribute to securing venues may receive priority use of those venues.

Final allocation decisions remain with Footy Japan Competitions administration.

7. Player Registration

Players must be registered prior to participation.

Captains must submit an intention to register a player at least 24 hours before the player's first match.

Required information includes:

- full name
- identification (Residence Card or Japanese Driver's Licence)
- player photograph
- workplace ward information

Workplace ward information is required to support facility registration and access.

8. Full Registration

If a player participates in a second match, full registration must be completed.

Failure to complete registration requirements may result in administrative sanctions.

9. Pre-Registered Players

Teams may field a maximum of four (4) pre-registered players per match.

10. Unregistered Players

If a team fields an unregistered player:

- the match will be recorded as a 3–0 loss (unless the opposition achieved a greater winning margin)
 - the team may receive a point deduction
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11. Transfers and Cross-Division Players

Players may play for teams in different divisions subject to notification at least 24 hours prior to participation.

Players may not play for another team in the same division without:

- agreement between both captains
- confirmation from competition administration

Failure to follow this process may result in:

- a 3–0 loss
- a point deduction
- a suspension for the player

Teams may register a maximum of four (4) cross-division players.

12. Cup Eligibility

Players may play for only one team in the Footy Japan Cup during a competition.

Once a player has played for a team, they are considered cup-tied.

If a cup-tied player participates for another team:

- the match will be forfeited
 - the player will receive a suspension
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13. Match Administration

Captains are responsible for submitting team sheets on match day in accordance with competition procedures.

Captains must ensure referees are informed of:

- goal scorers
- cautions and dismissals

Failure to comply may result in administrative sanctions.

14. Communication Protocol

All communication with Footy Japan Competitions must be conducted through:

- team captains
- vice captains
- authorised representatives

Communication must remain professional and respectful.

Abusive or inappropriate communication may result in disciplinary action.

15. Strike System

Teams may receive administrative strikes for failing to comply with competition procedures, including:

- late submission of required documentation
- incomplete player registration
- failure to meet administrative deadlines

If a team accumulates three (3) strikes in a season:

- a one-point deduction may be applied
- participation in future seasons may be reviewed

Footy Japan Competitions reserves the right to apply this system at its discretion.

16. Payments

Teams are responsible for all competition-related fees, including:

- team registration fees
- player registration fees
- match fees

All payments must be made by the specified deadlines.

17. Late Payment

Late payments may incur the following fines:

- first offence: ¥3,000
- second offence: ¥10,000
- third offence: ¥20,000

Persistent failure to meet payment obligations may result in removal from competitions and recovery action.

Footy Japan Competitions reserves the right to enforce these penalties at its discretion.

18. Annual General Meeting (AGM)

Teams intending to participate in the following season must be represented at the AGM.

19. Sponsors

Sponsors of Footy Japan Competitions are not responsible for competition operations.

Teams must not contact sponsors regarding football-related matters.

20. Authority of Competition Administration

Footy Japan Competitions administration retains final authority over all administrative decisions.

Decisions will be made in the interests of fairness, operational practicality, and the integrity of the competition.
