

MIDLANDS ADULT LEAGUE

FORFEIT FIXTURES GUIDANCE 2026/27

Guidance Notes for the Application of Penalties

Notifying the ALDS

The forfeiting team must **notify the Area League Divisional Secretary** (ALDS) at the time of the decision and no later than the scheduled time of the match with reason for match forfeit.

- Teams **will be fined** if the ALDS is not notified on time (Regulation 14.3).

Penalties

Basic penalty for any forfeit game is 5-0 loss **with additional penalties subject to Grade** (see Regulations, Appendix 5). There are additional penalties for a forfeit game in the Teams last 4 fixtures of the season.

Grades 2 - 4

- Standard penalty:** 5-0 loss and 1 point deduction
 - progressive additional points deducted for repeat offences
 - finest at appropriate level.
- Additional Penalty:** points deduction for lower team in these grades.
 - Where the forfeiting team's lower team(s) are also within these grades (and their game is played) then the points deduction applied above (1 point, 2 points, etc.) will also be applied to that lower team(s).
 - ✎ E.g., for a first offence, if the lower team plays then the result will stand but there will be a 1 point deduction, whatever the score.
 - Note: this may seem harsh on the lower side, but this additional deduction is applied because the club should be forfeiting the lower team match in order to play the higher team match at these more competitive Grades.

Grade 5

- Standard penalty:** 5-0 loss and 1 point deduction
 - 1 point deduction for repeat offences (progressive as appropriate)
 - No penalty applied to any lower teams that play (subject to standard Fair Selection & Player Eligibility)
 - Not applicable to Development Teams.
- Teams are advised to **work with the ALDS** to make every effort to play, including playing with a reduced number of players, or playing a 'friendly' if both teams agree.
 - If a 'friendly' game is played, the score will be recorded as a 5-0 loss to the team forfeiting but no further penalties would be applied; fixtures involving Development Teams will be recorded as 0-0.
 - Note: in a fixture involving a Development Team and a regular Team, the regular/non-Development Team is permitted the same selection flexibility as the Development Team.

ALL GRADES

ALMC monitor all forfeit games and have discretion to apply further penalties (additional point deductions, fines, goal difference) if they consider the forfeit has a significant impact on another team or teams, e.g., where the previous result was greater than 5-0, or players clearly dropped to strengthen a lower side, etc.