



2020 BEDFORD COMMUNITY LEAGUE

COMPETITION RULES AND REGULATIONS – FOOTBALL

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1. VENUE

All games will be held at **VALO Football Centre, Cowan Ave, Angle Park SA 5010** subject to the number of team registrations. Where an additional venue is required West Beach Football Centre will be used.

2. PLAYING RULES AND REGULATIONS

Unless otherwise specified in these rules, the competition will be conducted under FIFA Laws of the Game.

- These Rules and Regulations may be subject to change at the sole and absolute discretion of the Football Federation SA.
- The off-side rule will not apply to this competition.
- Corners and throw-ins will be applied in accordance with the Laws of the Game.
- All players and team officials must abide by the FFA and FFSA Code of Conducts. The Competition Administrator may implement sanctions including withdrawing the team from the competition for breaching the code of conducts.
- All players must wear shin pads and have numbers on their playing strips.
- Absolutely no slide tackles allowed.
- All players must wear the **same colour playing shirt** as designated on the team registration form.
- Goalkeepers must wear a **different colour playing shirt** from that of the team.
- **Goalkeeper is not allowed out of the goal area, with or without possession of the ball.**
- When continuing play or gathering the ball after a goal kick, the **goalkeeper must throw the ball into play**. The Goalkeeper is not allowed to kick or drop-kick the ball directly from their hands, if done so, this will result in an indirect free kick 2m outside of the penalty box.
- When in their hands the Goal Keeper has **6 seconds** to dispose of the ball.
- No outfield player is allowed **inside the goal area**. If a defender steps into the circle, an **indirect free kick** 2 meters from the goal area **will be awarded**. In the event that a forward steps into the goal area, it will be the goalkeeper's ball.
- The Goalkeeper **cannot throw the ball** past the halfway line **without it bouncing** or a **player touching the ball**. This will result in an indirect free kick on the halfway line.
- The Goalkeeper cannot receive a ball from a back pass played twice from the same player in consecutive plays. This will result in an indirect free kick awarded to the attacking team 2 meters from the goal area.

- All free kicks awarded, will be **indirect** and the opposing player or wall must be a **minimum of 2 meters away**.
- **The referee's decision in all cases will be final** and absolutely no decisions made on the field by the referee will be discussed with the competition coordinator. **Failure to adhere to this will result in the offending team being thrown out of the competition.**
- **The Competition Coordinator has the discretion to impose a greater penalty than a one match suspension for a red card if it is deemed that the player's conduct warranted a greater penalty.**
- **Any decision made by the Competition Coordinator is final.** The Competition Coordinator reserves the right to impose a forfeit on a team or remove a team from the competition if it is deemed that the team has behaved in an inappropriate manner.
- If a game is forfeited, the **game will be awarded** as a 3-0 score line to the opposing team.
- In absence of a specific rule in this rule list, **the equivalent FIFA ruling will be applied.**

3. ELIGIBILITY AND REGISTRATION OF PLAYERS

- a. Each team must complete a team nomination form.
- b. All Players must complete a player registration form.
- c. To be eligible, a player must meet the criteria as stipulated on the player registration form.
- d. A maximum of 12 players may be registered per team.
- e. Registered participants may only play for the team that they are registered to.

4. SCHEDULE AND FORMAT

- All games will be played on Sunday, any changes will be at the discretion of the Competition Administrator.
- The competition will be conducted in a round robin format and will culminate in finals where possible.
- The duration of each match will be 2 x 20-minute halves. There will be a half time break of a maximum of 5 minutes.
- A maximum of 7 players including a goalkeeper is to be on the field at any given time.

5. POINTS ALLOCATION

- In the round robin stage of the competition, points will be awarded as follows:
 - Win 3 Points
 - Draw 1 Point
 - Loss 0 Points
- In the case of teams being equal on points at the end of the round robin stage, positions will be determined according to the following process:
 - Goal difference
 - Goals scored for
 - Goals against
 - Head to head
 - Draw of lots

Semi-finals and Finals

- Should the scores be tied at the end of normal time in a semi-final or final match, then a period of extra time, 2 x 5 minutes halves, shall be played. Should the scores still be tied at the end of extra time, then a penalty shoot-out shall be conducted, as per FIFA regulations.

6. TEAM SHEETS

- Each team must complete a team sheet for every game that they play. These will be available at the venue and are to be completed and provided to the match official prior to the commencement of the game.
- The player's registration and their shirt number are to be placed on the team sheet.
- A maximum of twelve (12) players per match may be listed on the team sheet.
- All players that play in a game must be listed on the team sheet.
- A team official is required to sign the team sheet at the conclusion of the game. The team official must ensure that all information on the team sheet is accurate prior to signing, this includes red and yellow cards, score line, goal scorers. Any injuries must also be noted on the team sheet.

7. INTERCHANGE OF PLAYERS

- Interchange will be used throughout the competition.
- Unlimited interchange may be used by each team at any time when the ball is out of play.
- The referee may refuse any request for an interchange if they believe that permitting the interchange at that time will give an unfair advantage or if a series of interchanges is unduly delaying or interrupting the flow of the game.
- Interchange of players may only occur at the interchange point, this being from the halfway line.

8. FORFEIT OF GAMES

- All teams must be ready to commence the match at the scheduled kick-off time.
- Should a team be unable to take to the field within 10 minutes of the scheduled kick-off time, the referee will indicate that the game will not commence, and a forfeit may apply.
- If a team has less than five (5) registered team members on the pitch at the starting time, it will forfeit the game. If the team commences the game and during the game have less than 5 players on the field, the game will be forfeited. If at the time of the forfeit, the score line of the game is greater than the 3-0 forfeit result, the score line will stand.
- The points and goal allocation for a forfeited game shall be three goals to nil and three points. If a game is forfeited once it has commenced and the score line is greater than the three goals to nil forfeit score, the score will stand.

9. ABANDONMENT AND CANCELLATION OF GAMES

If any game is required to be cancelled or abandoned, the Competition Coordinator, will notify the teams via email, where possible, as soon as possible.

10. PLAYING ATTIRE

- Each team is required to have all their players in the same colour shirt except for the goalkeeper who must wear a playing shirt of a different colour to that of their team and the opposition.
- All players must have a playing number on their playing shirt.
- All player must wear shin pads.
- No jewelry is to be worn.

11. CHANGING ROOMS

Changing rooms will be available at the venue for players to utilize.

12. MEDICAL FACILITIES

A first aid kit will be available at the venue with staff to support.

13. MATCH BALLS

The provision of match balls will be the responsibility of the Football Federation SA. All participating teams will be responsible for supplying their own practice-warm up balls.

14. REFEREES

- The appointment of match officials will be the responsibility of the Football Federation SA.
- The Referee is responsible for making all on-field decisions and players must follow all decisions implemented by the Referee.

15. RED AND YELLOW CARD SUSPENSIONS

- If a player receives two (2) Yellow Cards (cautions) in the course of a game, resulting in a red card, the player will be dismissed from the field of play. The player shall be suspended for the next competition game.
- If a player receives a direct red card in the course of a game, the player will receive a minimum of a one match suspension. All red card offences will be reviewed by the Competition Administrator who will determine if a greater penalty is to be imposed than a one match suspension.

I, FROM THE TEAM,

HAVE READ THE ABOVE RULES AND CONDITIONS OF THIS COMPETITION. ON BEHALF OF MY TEAM I DECLARE THAT ALL MEMBERS OF MY TEAM WILL ADHERE TO THESE RULES OUTLINED ABOVE. I REALISE FAILURE TO ADHERE TO THESE RULES WILL LEAD TO MY TEAM BEING REMOVED FROM THIS COMPETITION AND SUBSEQUENT FORFEITURE OF OUR TEAM BOND.

SIGNED TEAM CONTACT/MANAGER.....