

Rules and Regulations

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PLAYERS AND PLAYERS EQUIPMENT

A team will consist of 6 players; one must be a goalkeeper, you may have up to 3 substitutes per night with a maximum squad number of 15 players. **The minimum number a team can play with is 4 players.** A rolling substitution system will be in force allowing players to come and go off as many times as they wish. The referee must be notified before a substitution is made.

A player must not use equipment or wear anything that is dangerous to himself or another player, this includes jewellery. Shin pads are mandatory and these must have full sock coverings. Players may wear Astroturf trainers or moulded boots. **Screw-in studded boots and blades are not allowed.**

All teams should wear the same group colouring; in the event of a clash of colours, bibs will be provided.

Teams and goalkeepers are not to wear black.

JEWELLERY

In accordance with The FA, Law 4 – No jewellery is to be worn, unless the player can satisfy the referee that his **plain wedding band** cannot be removed, in which case it may be covered with tape. (This only applies to a plain wedding band and no other type of jewellery).

THE REFEREE

Each match is controlled by a qualified referee, who has full authority to enforce the rules of the game as he deems fit. The referee will take responsibility from the moment he is appointed and from the moment he enters the locality where the pitch is situated until he leaves Hambleton Leisure Centre. The referee's decision is final.

Any player deemed by the referee to have deliberately played the man and not the ball will be shown a Yellow or Red card depending on the seriousness or severity of the offence.

Any foul and/or abusive language directed towards match officials will not be tolerated and will result in a straight Red Card being shown. If a player receives a Red Card for this offence, the player will be **suspended from the League for 2 matches along with a fine of £15** been issued.

Any intimidating or threatening behaviour directed at match officials or opposing players will result in a straight **RED** Card. This will then be dealt with by the North Riding County FA.

DURATION OF PLAY

The duration of play will be 28 minutes. This consists of two halves of 14 minutes; this is for both League games and Cup games. In the event of a cup game been tied at the end of normal time, a period of 5 minutes will be played. If the match is still tied the match will then decided by a sudden death penalty shoot out. Only the players left on the field of play at the end of the extra time may be permitted to take part in the sudden death penalty shoot out.

Start of play/Ball in and out of play

All matches will be started by the referee, the kick-off to be taken from the centre circle. Scoring from the kick off is permitted.

The ball is deemed out of play when it has wholly crossed the goal or touch line. A kick in will take place from where the ball left the pitch. A goal can not be scored directly from a kick in.

There is no offside.

Slide tackles are not permitted.

All fouls and misconduct will be dealt with by the officiating referee and players will be punished accordingly.

All free kicks are direct and **defenders must retreat 5 yards** from where the kick is to be taken.

A direct pass back to the goalkeeper is not permitted from a free kick, kick in or a corner. A free kick 5 yards outside the area shall be awarded against the offending team. Goalkeepers are only allowed to pick up a back pass in open play. When a goalkeeper throws the ball out, a direct pass back to him is not allowed. A 5 yard free kick will awarded against the goalkeeper.

The goalkeeper is the only player to be in the penalty area. If the goalkeeper leaves the area or a defender enters it then a penalty shall be awarded. If an attacking player enters the area the goalkeeper will be given the ball. The play will recommence with the goalkeeper releasing the ball either under or over arm.

In the case of a goalkeeper kicking the ball, a free kick shall be awarded to the opposing side, 5 yards from the penalty area. This does not include saves which parry back into the field of play.

TRANSFERS

In order to transfer; the player must complete a Transfer Request Form and pay an administration fee of £10. A transfer can not be completed until all parts of the Transfer Request Form and administration fee has been received by the League Coordinator. The player cannot play for his/her new club until this process is complete.

If a player is caught playing for another side without officially transferring, the player will be reprimanded by the Elite League this would mean a ban of 2 weeks and a fine of £10. The team will be docked 3 points, or, if the incident occurs on a cup night, the team will be thrown out of the cup.

If Team Manager's/Secretary's are unsure of their player's eligibility please check with the League Coordinator. Being sure of the rules in this way will ensure the team is not eliminated from the competition.

ELITE LEAGUE DISCIPLINARY SYSTEM

If a player receives a Yellow Card, they will be fined £8. The player must pay the fine within fourteen days or will incur an additional administration fee of £5 per week for the time the fine is not paid in full. In addition to the fine, the player would be suspended until the fine is paid in full.

For any Red Card received, the incident will be dealt with by the Elite League, unless it is too serious to be dealt within the Elite League, in which case it will be referred to the North Riding County FA and they will administer their own fine and suspension.

If the Red Card incident is dealt by the Elite League, a fine of £15 will be made, along with a suspension of 2 matches, imposed immediately preventing them from playing the following 2 matches for a straight red and 1 match for two Yellow cards. (This will include both league & cup fixtures). In the event of the same player receiving 3 red cards during the course of the season this will incur the normal £15 fine and a 2 match ban plus a further 2 matches (=4 game ban) on top of this for accumulation. Further sendings off for the same player will be dealt with on a case by case basis.

In addition to disciplinary fines, if a player accrues five bookings within one season, a one match suspension will come into affect.

If a player is suspended by the North Riding County FA for a period of 35 days or more, which has arisen from 11-a-side football, that player is ineligible to play in any football including the Elite League. Suspensions received in 11-a-side which are less than 35 days do not prevent the player playing in the Elite League. **It is the responsibility of the player to tell the manager if he is banned.**

Any team found to be playing a player whilst banned from the North Riding County FA will lose any points won in that game with a 5-0 win being awarded to the opposition and the offending team will be docked 3 points. If it is a cup game, the team will forfeit the game to their opponents. If you are unsure if a player is banned or not please ask the league co-ordinator.

TEAM SIZE AND PLAYER REGISTRATION

Each team will be allowed to register a maximum of 15 players, who should be registered with the

league before the first week of the season. Should any other players wish to join the team and the team has not registered the limit of 15 players, then a £10 registration fee is required. Should the team have 15 registered players, then the player must replace another player for a fee of £10. The player who has been replaced is then not allowed to be re-registered to that team for the remainder of the season.

A player cannot be transferred on a cup night, nor can a player play for a team in a cup game if he has not played in 2 league games.

A player is not allowed to be registered to more than one team, and is allowed to play for a maximum of 2 teams in a season.

To transfer from one team to another, a transfer request form must be obtained from the League Coordinator. The transfer will take a week to process. **A player cannot be transferred to play on the same night.**

A player may only play in the League Cup and Divisional Cup for the club he has registered for. The team secretary is responsible for ensuring all players are eligible if they are unsure of their new player's eligibility, please check with the League Coordinator. It's better to ask and make sure, than to find that you have been eliminated from the competition.

Managers will present the coordinator with a team sheet 15 minutes before kick-off.

SPECTATORS

Due to health and safety rules, only team members will be allowed to stand inside the Astroturf pitch confines whilst their team is playing. No other personnel may be inside the confines of the Astroturf pitch unless authorised to do so by match officials or Leisure Centre Management. All others must remain outside and this rule must be adhered to. If anyone breaks this rule, the referee has the power to either suspend play until all are outside the Astroturf pitch playing area or abandon the game.

POSTPONEMENTS

There will be postponements allowed for this season for league matches only. Each team may re-arrange a maximum of 1 fixture per season. If a team requires a postponement of a fixture the league coordinator must be informed **a minimum of 14 days before the fixture (the Friday morning is too late this must be done by the end of the Thursday night)**. This request must be made to the league coordinator in writing, where a decision will be made on whether it is viable to re-arrange it. If the league refuses to grant your request, you must fulfil the fixture. Any cancellations made after this period will result in a £36 fine. In addition to the fine they will receive a 5-0 defeat against them and the team that they were due to play will receive 3 points.

Cup matches may not be postponed for any reason and cancelled matches will be awarded to the opposition.

If a team is unable to fulfil its fixtures then they are to contact the Leisure Centre stating that they are unable to play by **12pm on the Thursday**. In addition to this they must also contact their opposition and League Coordinator in a reasonable time.

The re-arranged fixtures will take place at the earliest opportunity this may mean that **teams may play more than one game in a night and may also play at a time as early as 6.00pm or late as 9.30pm**. This will be arranged at the convenience of the opposition and cannot be postponed again, else the offending team will be docked 3 points.

ADMINISTRATIVE RULES TO NOTE:

As Team manager you are obliged to fulfil **all** your fixtures throughout the season. It is your responsibility to ensure your team is ready to play at the allocated times.

If a team is not ready to start on time, then they shall lose one goal and for every additional 5 minutes a

team is late they will keep losing goals up to a maximum of three. No excuses are accepted and these rules will be strictly adhered to. It is suggested that you are in ample time to ensure your games kicks off promptly.

Fees are £18.00 per team per week. These payments must be paid to our Reception desk at the front of the Leisure Centre. Payments must be made prior to kick off and they are to hand their receipt to the League Coordinator. If a team can not fulfil a fixture, or fails to turn up, then they shall be fined the cost of the match, and this would work out as $18 \times 2 = 36$. Their opposition will be awarded a 3 - 0 win and free use of the pitch for 30 minutes. The team who has cancelled the match then has **THREE weeks from the date of the cancelation** to pay off the owed money before **three** points will be deducted there will then be a further 3 points deducted for each subsequent week that the payment is not paid.

If a rearranged league match is played on a cup night this match must be paid for separately to the fee for the cup match.

If any team withdraws from the League during the course of the season, **4 WEEKS NOTICE IN WRITING** is required to do so. If they do not fulfil these fixtures then they shall be liable for payment of all their matches (including opposition fees, a total of £144) for a period of one month from the date of their withdrawal. **Player's signed on for that team WILL NOT be able to play any forms of football and this includes Saturday & Sunday league football until the fine is paid.**

If you wish to change Manager, their details should be passed onto the League Coordinator as soon as possible. Signatures will be required from both the former and new managers, with confirmation that the new manager accepts full responsibility for payments, fulfilment of fixtures and agreement to abide by the rules of the competition.

CODE OF CONDUCT FOR PLAYERS:

Players are the most important people in the sport. Playing for the team, and for the team to win, is the most fundamental part of the game. But not winning at any cost - Fair Play and respect for all others in the game is fundamentally important. **Swearing will be clamped down on. These matches take place within a public area.**

Respect for the Laws of the Game and competition rules

A player should:

1. Abide by the Laws, rules and spirit of the game.
2. Accept success and failure, victory and defeat equally.

Respect towards Opponents

A player should:

1. Treat opponents with due respect at all times, irrespective of the result of the game.
2. Safeguard the physical fitness of opponents, avoid violence and rough play, and help injured opponents.

Respect towards the Match Officials

A player should:

1. Accept the decisions of the Match Official without protest.
2. Avoid words or actions which may mislead a Match Official.
3. Show due respect towards Match Officials.

Obligations towards the Supporters

A player should:

1. Show due respect to the interests of the supporters.