

## **VENUE RULES**

### **PAYMENT RULES:**

- Strictly pay before you play.
- Discounts for upfront season payment:
  1. 1 x season paid upfront 5%
  2. 2 x season paid upfront 10%
  3. 3 x season paid upfront 15%
  4. 4 x season paid upfront 20%

### **BOTH ON FIELD AND OFF FIELD BEHAVIOUR**

There is a “zero tolerance” to undesirable behaviour and any racist, intimidating, threatening or other like conduct towards any referee, player, spectator or staff member, which could result in a player, team or spectator being permanently banned from the venue.

### **DISCIPLINARY PROCEDURES:**

Written reports from all parties involved are to be given on the night of any infringement. This will lead to an internal investigation by DSP officials which may result in disciplinary hearings with all the parties involved.

ANY DSP STAFF MEMBER HAS THE RIGHT TO CALL OFF ANY FIXTURE SHOULD THEY DEEM SUCH CANCELLATION NECESSARY TO PREVENT OR POST IN ANY FORM OF VIOLENT CONDUCT WHATSOEVER.

### **OTHER IMPORTANT VENUE RULES:**

- No metal and/or metal capped studs and/or takkies to be used on the pitches.
- No playing barefoot or in socks.
- No eating, chewing of gum or drinking allowed on the pitches.
- No jewellery, including rubber bands, bracelets, rings, etc to be worn while playing.
- We recommend the use of approved artificial grass soccer boots.

### **FITNESS TRACKER/WATCHES**

- Any player who is wearing a watch/fitness device on their wrist must either remove it or cover it with a sweatband. For player safety; any player that refuses to remove or cover their fitness device will not be allowed to play.
- Any team whose player is found during the game with a watch or fitness tracker will be asked to either remove it or cover it with a sweatband should they refuse this will result in the fixture being stopped and the player in question being red carded for failure to comply with our safety policy. Should the team dispute this the fixture will be called off resulting in a 3-0 loss and a penalty fee of R1000

## **LEAGUE GAME RULES**

### **MATCH TIMES:**

Teams that enter a DSP league agree to play from 18:00 – 22:00. If the DSP call centre is not able to move your game time this may constitute a forfeit if a fixture has previously been postponed during the course of the season.

#### **FIXTURE POSTPONEMENT, FORFEIT AND NO SHOW:**

**1. POSTPONEMENT:**

- Each team is allowed only 1 postponement per season.
- Postponements must be submitted by 12:00 on the day of the fixture by calling the DSP call centre.
- The fixture will be rescheduled to any match day during the course of the season.
- Please note that clicking the unavailable link on the email reminders will not postpone your game. This must strictly be done by telephone or email.

**2. FORFEIT**

- A team that cannot attend a fixture after already postponing a game during the course of the current season, will forfeit the fixture. This will result in a R1000 penalty fee.
- This R1000.00 forfeit fee must be paid before your next fixture.
- Any game that is postponed after 12:00 will be considered a forfeit.

**3. NO SHOW**

- This entails any opposition that fails to let the DSP call centre know that they are unavailable for a fixture and therefore fails to arrive on the night of the fixture.
- This will constitute an R1000.00 no show fine which needs to be paid before your next fixture.
- A no show can result in your team being pulled out the league with immediate effect.

**4. LATE ARRIVALS**

- Discovery Soccer Park has a strict policy with regards to games starting on time. All Discovery Soccer Park league teams receive two email notifications of the week's fixture therefore we request that all teams arrive on time for their fixtures to ensure that the game starts on time.
- Should a team arrive late, as per the league rules Discovery Soccer Park allocates a 5 minutes grace period for teams who arrive late and are still paying the match fee. Once this grace period has come to an end, the referee shall start allocating 1 goal every 2 minutes after the grace period has ended. Once the score line reaches 3-0 the game will unfortunately result in a forfeit (which will entail the forfeit fee of R1000).
- For Example; should your game be scheduled to start at 18:00 and your team has not arrived or are running late the referee will allocate 5 minutes grace period. At 18:05 the referee will start the scoreboard timer, after every 2 minutes that the team that is running late they will concede 1 goal. After 6 minutes the score will reflect 3-0 which will then be considered a forfeit resulting in the team losing the points as well as being charged the penalty fee of R1000.00 which will need to be paid before your next league fixture.

**GAME RULES:** we follow the rules and laws of FIFA which have been adapted as follows:

**THE TEAM:**

**• MAXIMUM OF 8 PLAYERS PER GAME**

- This is inclusive of 3 rolling subs.
- Please note that when making a substitution the player leaving the field of play must be off the field before the replacing player can enter the field of play. Should the replacing player enter the field before the player leaving the field of play, and the ball hits the leaving or entering player whilst they both on the field of play a foul will

be awarded. However, if the ball contacts either player resulting in a goal being denied the goal will be given to the opposing team. Any goal scored by the team with 6 players will result in the goal being denied.

- Players that aren't registered will be required to sign the score card and accept the indemnity at the back of the scorecard.
- Player stats can only be recorded for registered players who accept the availability email request before 12:00 on the day of the fixture.
- It is the responsibility of the team captain to sign the scoresheet at the end of the fixture to ensure that the score and goal scorers are correct.
- No player may play for more than 1 team in the same division on a night.

## POINTS

WIN – 3 POINTS

DRAW – 1 POINT

LOSS – 0 POINTS

## THE GAME

- 40 minute games (2 x 20 minute halves).
- Half time period is 2 minutes.
- Teams will be awarded a 5 minute grace period if they are late.
  - Game will be started once 3 players or more from each team have arrived for the fixture.
  - Once the grace period is over. A goal will be given to the opposition for every 2 minutes after this period. If the team is more than 6 minutes late it will constitute as a forfeit to the team arriving late. The late team will be liable for the forfeit fee.
- In the event that a fixture has been abandoned due to inclement weather. The result of the fixture will remain; if the time has **surpassed 28 minutes of play** and if not the game will have to be replayed. Should there be **12 minutes or less** showing on the scoreboard timer in the second half the result will be saved and the game will not be replayed.

## GENERAL RULES:

- REFEREE
  - The referee's decision is final!!
  - If the ball rebounds off the referee, play will continue as normal.
  - Players are to play to the referee's whistle.
  - Any verbal/physical abuse towards a referee will not be allowed and will lead to severe suspensions and even permanent bans from all DSP venues.
- NO SLIDE TACKLING (YELLOW CARD)
- NO SLIDING/PLAYING ON THE FLOOR
  - SLIDE VS SLIDE TACKLING

SLIDE	SLIDE TACKLE (YELLOW)
<ul style="list-style-type: none"> <li>• Going to ground to play the ball</li> <li>• IE: slide to block a shot or slide to intercept.</li> <li>• No opposing player is involved in challenge</li> </ul>	<ul style="list-style-type: none"> <li>• Off ones feet whilst making a tackle.</li> <li>• Makes contact with either the ball or player.</li> </ul>

- NO TACKLES FROM BEHIND

MANAGEMENT RESERVES THE RIGHT TO AMEND ANY OF THE ABOVE RULES AS THEY DEEM NECESSARY. ALL THE ABOVE RULES ARE FINAL AND BINDING AND MAY NOT BE CHALLENGED.

- Any part of your body that is behind the player in possession whilst making a tackle can be deemed as a tackle from behind by a referee.
  - Tackles from the side will also be considered as a tackle from behind.
- NO 2 ON 1'S
  - 2 defending players cannot actively be involved in tackling an opponent simultaneously.
- FREE KICKS
  - Any foul committed by a defending player will result in a free kick.
  - There may only be a 1 man wall.
  - Defending players must be at least 2 meters from where the free kick is being taken.
    - Failure to move 2 meters back will result in a bookable offense.
    - Whilst taking a quick free kick this rule will not be enforced if the attacking team mate kicks the ball into the defending player.
  - Please note that bicycle or scissor kicks are not allowed will result in a free kick.
- PENALTIES
  - To be taken from the edge of the D.
  - No run up is allowed. The penalty taker's non kicking foot is not allowed to leave the line of the D.
  - All defending players are to be 2 meters away from the ball.
  - Keeper is not allowed off his goal line until the penalty is taken.
  - The penalty taker may not score off a saved/missed penalty. However, any other player may do so.
  - Can be awarded for:
    - Goal keeper drop kicking the ball.
    - Goal keeper picking up a back pass.
    - Foul/infringement inside the D.
- NO HAND BALLS
- GOAL KEEPER
  - MAY NOT:
    - Drop kick the ball
    - Pick up an intentional back pass even if passed off the side boards (unless from the knee up)
    - Put the ball down and then pick it up again.
    - Hold the ball in ones hands for more than 5 seconds.
    - Lead with one's feet when making a save.
  - MAY:
    - Place the ball on the ground before kicking it
    - Throw the ball over the half way line
    - Score with a throw from his own box
  - NB: please note that the 10 finger rule does not apply to DSP, meaning that even if the keeper has only one hand on the ball and is deemed to be in control of it, no player may kick it out. A goal scored in this manner will be disallowed.
- CORNER RULE
  - Once the player in possession enters the corner circle the defending player must move beyond the dotted white lines (1 meter away from the circle). Failure to do so will result in a direct free kick.
  - The player in possession has 5 seconds to release the ball and cannot re-enter the corner cycle once the ball has been taken out.

## CARDS

BLUE – 2 minutes off the field of play by means of a forced substitution

- Serves as a warning for further conduct.
- Issued for:
  - Playing the ball on the floor
  - Tackling from behind
  - 2 on 1's
  - Failure to move 2 meters from free kick

YELLOW – 5 minutes of the field of play.

- Issued for:
  - Slide tackles
  - Deliberate handballs
  - Repeated blue card offences
  - Unsportsmanlike behaviour

RED – Player is banished off the field of play and sent into the club house.

- Issued for:
  - Receiving a second yellow card – results in a 1 week suspension
  - Denying of a goal opportunity – results in a 1 week suspension
  - Unsportsmanlike conduct – results in a 3 week suspension
  - Verbal abuse towards a player or referee – results in a 1 week suspension
  - Dissent towards a referee i.e. protesting a decision or yellow card – results in a 1 week suspension
  - Dangerous play – results in a 2 week suspension
  - Violent conduct – results in a 3 week suspension
- The issued player is banned to participate in any league fixture for the duration of the suspension.
- A team that fields a suspended player will automatically forfeit the fixture which results in a 3-0 loss and a forfeit fee of R1000.00.