



# **SPRING LEAGUE**

# **RULE BOOK 2018**

**THE SPRING LEAGUE 2018 IS A FUN TOURNAMENT TO FURTHER THE SOCCER EXPERIENCE OF THE PLAYERS AND THE SPIRIT OF FAIR PLAY AND ENJOYMENT IS TO BE UPHELD AT ALL TIMES.**

**ALL PLAYERS, COACHES, PARENTS, GUARDIANS AND SPECTATORS ARE RESPONSIBLE TO FAMILIARISE THEMSELVES WITH THE RULES OF THE TOURNAMENT.**

There is a “zero tolerance” stance towards anyone who brings Discovery Soccer Park’s (DSP) name or brand into disrepute or to undesirable behaviour and any racist, intimidating, threatening or other like conduct towards any referee, player, coach, parent, guardian, spectator or staff member, which could result in a team, player, coach, parent, guardian or spectator being permanently banned from the venue.

## **DISCIPLINARY PROCEDURES:**

Should you have a complaint/concern, this need to be done in writing at the DSP front desk.

You will be given an Incident report to complete, which, once submitted, will be used in the investigation of any such complaint/concern by the DSP Officials. Written reports from all parties involved will be collected and the results of the investigation 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 ANY FORM OF UNDESIRABLE 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.

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

### **1. POSTPONEMENT:**

- Teams need to notify DSP in writing by the Wednesday before the affected fixtures should your team not be able to make an upcoming match. Failure to do so will result in a 3-0 walk-over in favour of the opposition;
- Catch Up fixtures will be rescheduled in available time slots during the course of the league at the discretion of DSP;
- Teams not available for the Grading Games on the first weekend will be slotted into the groups at the discretion of DSP;
- Teams not available for the last weekend of fixtures will forfeit these games;
- 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.

## **FIFA Laws of the Game are being followed, adapted to our 5-a-side format below:**

### **NUMBER OF PLAYERS:**

- 8 players may play per match – 5 On Field Players and 3 Rolling Subs;
- Teams may rotate their players between matches, i.e. more than 8 players allowed per squad;
- Players may only play for 1 team in their Age Group. i.e. Players may play for another team in an Older Age group, but not for more than 1 team in an age group;
- All players details are to be registered with DSP before the first matches start – details required, include:
  - Name & Surname
  - Date of Birth
  - Emergency Contact Details
  - Acceptance of Indemnity
- The Team Manager, Coach, Responsible Parent or Guardian is to ensure that they receive relevant authority to accept the indemnity on the behalf of their players, parents, spectators, officials etc.
- Coaches allowed on the field for U6, U7 and U8 only

### **AGE GROUPS**

- The following Age Groups are accommodated:

○ U6: 2012	○ U7: 2011	○ U8: 2010	
○ U9: 2009	○ U10: 2008	○ U11: 2007	
○ U12: 2006	○ U13: 2005	○ U15: 2003-2004	○ U17: 2001-2002
- A player born in the month of October, November and December can play in the lower age group: e.g. turning 10 in the months mentioned above can play in the U9 Age Group;
- Team Managers are responsible for ensuring that they have access to all players Birth Certificates should age queries arise;
- Anyone Team found guilty of Age Cheating/Manipulation, will be removed from the tournament, and will forfeit their tournament fee;

### **RESULTS**

It is the responsibility of the Team Manager/Coach to ensure that the score submitted by the referee is correct before they leave the field of play.

### **POINTS**

WIN – 3 POINTS

DRAW – 1 POINT

LOSS – 0 POINTS

### **THE GAME**

- Matches will be started on a central timing system by a siren;
- Teams not on the field of play with at least 3 players when the siren starts will be penalized 1 goal for every minute up to the end of the 3<sup>rd</sup> minute of the official time, at which point the referee will award a 3-0 victory to the team on the field;
- Should both teams not be ready as per the above point, they will not concede any goals, and at the end of the 3<sup>rd</sup> minute the referee will submit a 0-0 result
- 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 5 minutes of play.

## **GENERAL RULES:**

- **REFEREE'S DECISION IS FINAL**
- **NO SLIDE TACKLING or SLIDING/PLAYING ON THE FLOOR (BLUECARD) (excl U6 & U7)**

SLIDE	SLIDE TACKLE (BLUE)
<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 (excl U6, U7)**
  - 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 (excl U6, U7)**
  - 2 defending players cannot actively be involved in tackling an opponent simultaneously.
- **FREE KICKS**
  - 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. (U6 & U7 allowed 1m run up)
  - 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 (excl U6, U7)
    - Goal keeper picking up a back pass.
    - Foul/infringement inside the D.
- **GOAL KEEPER**
  - **MAY NOT:**
    - Drop kick the ball (excl U6, U7)
    - 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** – Results in a player leaving the field of play and playing with 1 player less

- Issued for:
  - Receiving a second yellow card
  - Denying of a goal opportunity
  - Unsportsmanlike conduct
  - Verbal abuse towards a player or referee\*
  - Dissent towards a referee i.e. protesting a decision or yellow card
  - Violent conduct – results in a 3 week suspension
- Any spectator, coach, parent and/or team manager issued with a Red Card will be required to leave the venue and will be subject to Disciplinary Procedures.

\* player is banned from the game but team will still be allowed to play with 5 on field players

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.