Entry & League Fees
Entry is only confirmed once entry fees have been paid. Bookings and payments are made online via the Connect Portal:

https://www.usbonline.bham.ac.uk/Connect/

If you do not know your PIN, select “forgotten PIN” then enter your University email address to receive it. Once logged in, select “Make a booking” then “Campus League” before selecting your desired sport/league.

If you wish to pay via a Guild Purchase Order (e.g. from a Guild student group/societies account) please email your team name together with which league(s) you wish to enter to:

campusleague@contacts.bham.ac.uk

You will then receive an email confirming prices to show to the Guild. Forward any received Guild Purchase Order to the Campus League inbox – your space in the league is only confirmed once this has been received and receipted.

The early bird entry (£240) applies to September only - from October entry is £250 per team.

Late Entries
The deadline for entries to this league is Friday 4th October, 12:00. Entries after this time may still be received (if there is space in the league) but an additional £10 late fee will be applied.

Refunds
Entries are non-refundable and non-transferable except in the event of the league being cancelled.

Leagues
12 – 1 pm leagues are available on every weekday and every Sunday. Additional 1-2pm leagues are available on weekdays. All games take place on both campus synthetic pitches; Bournbrook 3G (Campus Rugby pitch next to Brook’s Bar) and Water Synthetic pitch (Hockey Pitch 2, closest to Sport & Fitness).

League Format
Leagues run throughout Terms 1 and 2 with a maximum of 10 teams per league (minimum of 7). Fixtures start on week commencing 7th October. Teams play each other twice in a round robin format.

After the leagues have concluded, the following top teams qualify for the Champions League Final Day in Term 3:

League of 10 teams = Top 4 teams
League of 9 teams = Top 3 teams
League of 8 teams = Top 2 teams
League of 7 teams = Top team

Note that a £40 refundable deposit is required to confirm a team’s space for the Champions League Day. This deposit is refunded after the Champions League Day has concluded.

Awards
Medals are available to the winners of each league. Champions League Day winners will have their team name engraved on the Campus League 6-a-side Football Cup, in addition to receiving winner’s medals. Details of any presentations will be made in Term 2.

Eligibility

campusleague@contacts.bham.ac.uk
Information, Rules and Regulations

To be eligible to compete in Campus League, the individual MUST be a current student, member of staff or alumni from University of Birmingham.

Fixtures
All fixtures will be viewable via Playwaze:

https://www.playwaze.com/

Or via the Playwaze app:
iOS: https://itunes.apple.com/gb/developer/playwaze-ltd/id1000217218
Android: https://play.google.com/store/apps/dev?id=8110707711569600047

As captain, you will be sent an invitational link for your team which will be set up for you. From there, you must invite your players directly to your team. This will be used as a team sheet to check.

Further information, including how to use the platform will be communicated to you closer to the league start date.

Brook’s Bar Partnership
Campus League participants will receive exclusive deals and offers in Brook’s Bar sent directly to them via the Playwaze app.

Referees
A referee should be provided by each team, refereeing half of the match each. Teams are reminded to respect the referee’s decision. If a team has not got a designated referee both team captains MUST agree on a referee or to self-referee BEFORE the match starts.

Equipment
All equipment is provided by Campus League, so just bring your playing kit, shin pads and astro trainers/moulded studs. Please check the rules for specific competition information including pitch specific footwear (Item 11). Balls and bibs can be hired using your student ID card at the Bournebrook Pavilion (next to Brook’s Bar).

Continued Non-attendance
If you do not turn up to a fixture, the other team will be awarded a walkover. Continued non-attendance for league fixtures will incur the following penalties:

1 match = A warning and walkover awarded
2 matches = A walkover and 3 pts deducted
3 matches = Expulsion from the league

A "no-show" must be recorded as a walkover via Playwaze.

Results
It is the winning team’s responsibility for inputting their results via Playwaze or the Playwaze app. Captains must post their result within 24 hours any result not posted by the deadline may be deemed as void. If a team has accidently inputted the incorrect score, the score can be queried within Playwaze.

Points will be awarded as follows:

Win = 3 points
Draw = 1 point
Lose = 0 points
Walkover = 3-0

Positions within the division will be calculated by number of points, goal difference, result of the match between tying teams and number of wins overall.

Cancellation of fixtures

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Teams are NOT allowed to cancel or postpone fixtures except in extreme circumstances with prior agreement by the Campus League co-ordinator. Games can only be cancelled for bad weather by the grounds team and in these instances they will be rescheduled by the Campus League co-ordinator. Re-arranged fixtures are totally at the discretion of the organiser. Campus League will not fund any re-arranged matches (unless due to weather/facility reasons).

**Conduct**

Campus League places an emphasis on sportsmanship, team spirit, fair play and above all enjoyment of the game. Any behaviour on or off the pitch that goes against this ethos will result in disciplinary action. This can include expulsion from Campus League with no refund given and escalation to the University’s Student Conduct team. Captains and team members are encouraged to contact the League organiser should he/she witness any misconduct on or off the pitch.

**Complaints Procedure**

*In the event of a complaint:*

1. A report is to be submitted by the captains of both the teams involved, the referee/umpire (where applicable) and any member of staff that was working at the facility.
2. These reports will be submitted to the Campus League co-ordinator for review.
3. If the complaint is upheld, this will result in a formal warning to the offending team as well as a 3 point deduction in their league total.
4. In the event of a second complaint, points 1 and 2 will be carried out concerning the new complaint and if upheld, the team may be removed from the league with no refund given. This can include entry refusal to future Campus League and UBSport events.

It should be noted that in all the above instances the decision of the Campus League co-ordinator is final and in some serious cases the procedure will move straight onto point 4. This is purely at the discretion of the Campus League co-ordinator.

**RULES**

1. All matches will be played according to the laws and by laws of Association Football, with the exceptions as below.

2. The duration of all matches will be 20 minutes each way, with up to 5 minutes for half time. Kick Off takes place when both teams are ready; between the match start time and up to 15 minutes after the match start time. If the opposition are not on the pitch within 15 minutes of the scheduled start time, the match will be declared a walkover.

3. All matches must be played according to the referee’s interpretation of the rules of the league. The referee’s ruling is final.

4. It is essential that every team provides a referee for every match they playing in. If a team has not got a designated referee both team captains MUST agree on a Referee.

5. Teams may have up to 10 players within their squad.

6. There must be a minimum of 6 players (per team) on the field of play in order for the match to be played. This can be made up of all male players or a mixture of male/female players.

7. Teams can substitute players at any time, but only when the ball is out of play. The captain must have previously notified the Referee. A maximum of four substitutes may be made.

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8. All the team members must wear the same colour strip, with the exception of the goalkeeper. He/she must wear colours that distinguish him/her from the other outfield players and the Referee.

9. If a clash of colours occurs the second named team must wear bibs which are available from the green huts. A guild/staff card must be left as a deposit for the bibs, which will be given back when all bibs are returned.

10. Footballs can be borrowed from the Bournbrook pavilion. A guild/staff card must be left as a deposit, which will be given back upon the return of all footballs. If any balls are lost, a member of staff at the huts must be informed immediately.

11. **FOOTWEAR:** It is the captain’s responsibility to ensure his/her team is wearing correct footwear.

   a. Only trainers or astro-turf trainers are allowed on the water synthetic hockey pitches. Studded footwear is strictly forbidden due to risk of personal injury.

   b. Plastic studded footwear (no metal studs) are to be worn on the Bournbrook 3G pitch. Trainers (including astro-trainers) are banned due to damage of the pitch (flattening of the pile).

   **ANYONE FOUND BREAKING THESE RULES WILL AUTOMATICALLY FORFEIT THE GAME TO THE OPPOSING TEAM AND BE REMOVED FROM THE PITCH BY UBSPORT OPERATIONAL STAFF. REOFFENDING TEAMS WILL BE REMOVED FROM THE LEAGUE WITH NO REFUND GIVEN.**

12. Shin guards are to be worn to provide a reasonable degree of protection and covered entirely by the socks.

13. Any throw-in awarded from the sideline will be under arm only. The ball must touch and remain on the ground within two metres from where it was released. A foul throw will result in the opposing side having the throw in from where the ball went out of play.

14. Opponents must stand two metres away from the thrower at throw-ins or behind the nearest opponent. Failure to do so will result in an indirect free kick to their opponents.

15. The ball may be ‘passed back’ to the goalkeeper intentionally at any time during the match but the goalkeeper may only take one touch to clear the ball. He/she may not handle the ball, he/she may not stop the ball and he/she must send it out of his area using only one touch. If the goalkeeper does pick up the ball or controls the ball inside the goalkeeper’s area an indirect free kick will be awarded 2 metres outside the goalkeeper’s area adjacent to where the ball was picked up or controlled.
16. No player is allowed within the goal area or on the goal line with the exception of the goalkeeper. In the case of a defensive offence a penalty kick will be given. If the defender enters unintentionally, no action will be taken. If a defender enters the goal area intentionally for any reason he/she will be sent off and a penalty kick awarded at the referee’s discretion.

17. For an attacker offence an indirect free kick will be taken from 2 metres outside the goal area from where the attacker entered the goal area.

18. If the goalkeeper leaves the goal area he/she will be treated as an outfield player and cannot return with the ball into the goal area or pick up the ball. If he/she does pick up the ball an indirect free kick will be awarded.

19. If the goalkeeper or any other player handles the ball outside the goal area stopping an obvious goal scoring opportunity the player will be sent off from the field of play and a penalty kick will be awarded.

20. The goalkeeper is allowed to swap with another player, however this change must only be made at half time, unless for injury purposes and at the Referee’s discretion.

21. No sliding tackles will be permitted on any pitch, due to the risk of injury and damage to the surface. For ANY slide tackle an indirect free kick will be awarded from where the slide occurred, unless this occurred across the goal area with the slide tackle being played by the defender and a penalty kick will be awarded. The referee can send off any individual for a second slide tackle offence.

22. When a free kick or corner kick is awarded, opponents must stand 2 metres away from the ball unless it is less than 2 metres to the defending side’s goal area, when defenders may stand just outside the goal area. The attacking team may, at the Referee’s discretion, move the ball away from the goal area in a direct line to where the offence took place up to a distance of 2 metres from the goal area.

23. No off side law will apply in this league.

24. If a penalty kick is awarded the player taking the penalty may take ONE step only before striking the ball. The ball should be placed two metres from the top of the goal area in line with the centre of the goal.

25. Qualification for the Champions League Final in term 3 shall be invite only, with the top 4 teams in a league of 10 teams. For leagues with fewer than 10 teams, the number of qualifying teams will be set by the league organiser. A £40 (refundable) deposit is required for a team to confirm their place in the Champions League Day.