

CAMPUS LEAGUE 6-A-SIDE FOOTBALL WOMEN'S ONLY

Information, Rules and Regulations

INFORMATION

League Format

Leagues run Tuesday 5pm, water synthetics (Bournbrook)

Eligibility

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

Fixtures

All fixtures will be viewable from the new [ProTeam](#) app which will be trialled for 2017/18. Fixtures will still be visible via Top Tournament (www.toptournament.co.uk) for those without ability to download and view the 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.

Equipment

All equipment is provided by Campus League, so just bring your playing kit, shin pads and astro trainers. Please check the rules for specific competition information. Balls and bibs can be hired using your student ID card at the pavilion.

Continued Non-attendance

If you do not turn up to a fixture, the other team will be awarded a walkover. Teams failing to turn up to play will have 1 point deducted from their league table score unless suitable notice & a valid reason is given to & accepted by the organiser. 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 by the opposition through the ProTeam app.

Information, Rules and Regulations

Results

The captains of both teams are responsible for inputting their results in the ProTeam app. **Captains must post within 3 days of each match; any result not posted by the deadline may be deemed as void, and neither team will be awarded any points.**

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

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. Captains 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 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.

Information, Rules and Regulations

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. 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.
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. Those players substituted from the game will NOT then be allowed to go back onto the pitch. A maximum of four substitutes may be made.
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 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. NO STUDED FOOTWEAR. Only astro-trainers or normal trainers are allowed on the water synthetic pitches. ANYONE FOUND BREAKING THIS RULE WILL ASKED TO LEAVE THE FIELD AND MAY BE BANNED FROM THE LEAGUE WITH NO REFUND GIVEN. It is the captain's responsibility
12. Shin guards are to be worn to provide a reasonable degree of protection and covered entirely by the socks.

Information, Rules and Regulations

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 the 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 Referees 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.

Information, Rules and Regulations

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.

For more information, of if you have any queries, please contact: k.carroll@bham.ac.uk