

Information, Rules, Terms and Conditions

Entry

Entry is only confirmed once payment has been received. 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.

Late Entries

The deadline for entries to this league is Friday 5th October, 14:00. Entries after this date 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

Wednesday league: 14:00 – 16:00, played on Metchley grass pitches.

Note that for the Wednesday league, there will be an occasional fixture at 12:00 – 14:00 on Metchley 3G (synthetic pitch). There would be no additional charge for teams which play on the synthetic pitch and advance notice would be given to affected team(s).

Sunday league: 14:00 – 16:00, played on Metchley grass pitches.

League Format

Leagues are split into an A and B league, with up to 6 teams in each. The leagues will be played out in a round robin format over Terms 1 & 2, with each team playing each other twice.

Once league fixtures have concluded the top 4 teams from both A and B league will play a knockout tournament. The winner of this tournament will have the opportunity to play the winner of the other league knockouts for the 11-a-side Campus League Cup. The final Cup match will be held at the start of Term 3, on the campus synthetic pitches.

Awards

Medals are available to the winners of each A and B league. The winners of the Cup final will have their team name engraved onto the trophy.

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 via Playwaze:

Information, Rules and Regulations

<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 can invite your players directly to your team. 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, including:

- All Campus League participants will benefit from 10% off drinks after 5pm Sunday – Thursday & 10% off all food on Sundays
- Weekly Pub Quiz FREE for all Campus League participants
- Teams entered automatically into a monthly prize drawer
- In addition to Campus League deals & offers, the Brook's Loyalty Card enables access to a wide range of deals and offers that change each month (subject to availability)

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. *Referees will be provided for knock outs and finals.*

Equipment

All equipment is provided by Campus League, so just bring your playing kit, shin pads and football boots. Please check the rules for specific competition information. Balls and bibs can be hired using your student/staff 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. 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

The captains of both teams are responsible 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.

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.

campusleague@contacts.bham.ac.uk

Information, Rules and Regulations

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).

For any cancellation due to pitch conditions, notifications will be sent via Playwaze. This will appear as a push notification via the app or as an email for those without access to a smartphone.

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 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. **Laws** - All matches will be played according to the laws of association football.
2. **Timing** - The duration of all matches will be 45 minutes each way, with up to 10 minutes at half time. If the opposition is not on the pitch by 15 minutes after the start time, a walkover may be awarded to the team that turned up.
3. **Equipment** - Each team is responsible for putting up and taking down the goal nets and corner flags. The nets, flags, pegs, whistle, stopwatch and a stepladder can be collected from the pavilion on deposit of a University ID card. All equipment (including net pegs) will be counted back in by the member of staff at Metchley or Selly Oak before returning your card.
4. **Players** - In order for a match to commence there must be a minimum of 9 players (per team) on the pitch, one of whom must be designated as a goalkeeper. Shin guards must be worn to provide a reasonable degree of protection and covered entirely by socks. Absolutely no university 1st or 2nd BUCS team players may take part. BUCS 3rd Team players are eligible to participate under the following restrictions per team:
 - a. A maximum of two 3rd team players on the pitch at any one timeTeams which do not stay within these restrictions will forfeit their match(s). Captains must submit details of BUCS players when requested, which will be verified by Club Development.
5. **Referees** - If a match has not been assigned a referee then teams will referee their own matches. Each team must provide a referee who will referee ½ a match each.
6. **Colour Clash** - If a clash of colours occurs the second named team must wear bibs which are available

Information, Rules and Regulations

from the pavilion. A University ID card must be left as deposit for the bibs, which will be given back upon the return of the bibs.

7. **Substitutions** - An unlimited number of substitutes may be named, however only a maximum of 3 substitutions is allowed per team during the match. If an agreement is made between both team captains and the referee then roll on roll off substitutions may be made.

8. **Fixtures** - All matches must be played on the date and time as stated on the original fixture list. No matches will be re-arranged unless in exceptional circumstances. Re-arranged fixtures are totally at the discretion of the organisers. Campus League will not fund any re-arranged matches.

9. **Attendance** – It is up to all teams to ensure they are available for each fixture. If a team is unable to make a fixture, and if agreed with the opposing team, they may arrange to play the match privately. Pitch booking and payment would be the responsibility of the team unable to make the original fixture.

10. **Walkovers** – If a team incurs a walkover they will be deducted three points and their opposition awarded a 3-0 victory. A team that incurs a walkover may be removed from any end of season knock out tournament. If a team fails to turn up to play a match on 3 occasions, they will be immediately withdrawn from the league. A replacement team will be found and no refund will be given.

11. **Score Submission** - The captains of both teams are responsible for inputting their results via Playwaze. Captains must post within 24 hours of each match; any result not posted by the deadline may be deemed as void.

12. **League Tables** - Three points will be awarded for a win, one point for a draw and zero points for a defeat. League standings will be decided by the number of points, then goal difference, goals scored and then by the result(s) between the teams involved.