

TEAM HANDBOOK RULES & REGULATIONS 2007-2008



- 1. Secretary's Role**
 - 2. League Structure**
 - 3. Playing Rules**
 - 4. Disciplinary**
 - 5. Sanction & Affiliation**
 - 6. Participation and Leaving**
 - 7. Recording**
- Disclaimer**
Handbook Contents
- 8. Forum Rules**

1. SECRETARY S ROLE

1. PLAYER REGISTRATION & ELIGIBILITY

As the team Secretary you are agreeing to the terms and conditions of playing within the Compete league as set out below. It is the responsibility of the Secretary to be the primary contact for the team and all players representing the team.

It is also the duty of the Secretary to ensure that all players are aware of the rules. By allowing a player to take part in a club's match, the Secretary is confirming that a player has been shown these rules and that the player shall abide by them.

1.1 All teams shall be given a Team Registration form prior to their first match night.

1.2 The Secretary must ensure that all players have completed this form and handed the sheet to a Compete representative, or sent the form to the Organisers office, or submitted via the website.

1.3 Players may only be registered for one team in each league.

1.4 Players can join the team at any point throughout a season. To register the player either give the details to the Compete representative or submit the details via the website www.compete-at-eldon.com or email

info@compete-at-eldon.com

1.5 If a player wishes to transfer to another club, they must first resign from their first club and re-register for the new club using the above procedures. This action must be completed at least 24 hours before taking part in a game for their new team.

1.6 A player is allowed a maximum of 2 transfers per season.

1.7 On occasion a team may be short of players. They are permitted to 'borrow' an unregistered player if they have the agreement of the Compete 5-a-side representative and the opposing team. Notification of this must be provided to the match referee prior to kick-off. If the appropriate agreement and notification has not been completed and the un-registered player plays, the game shall be awarded to the opposing team.

2. MATCH FEES

2.1 The team match fee shall be determined by Compete, this may change from time to time.

2.2 The match fees are payable before the game commences.

2.3 Teams can pay match fees in advance via the team website, or pay on the day of the game using credit/debit card or cash.

2.4 If the full match fee is not received, Compete shall implement the 'No Pay - No Result' procedure.

2.6 If a team is affected by the 'No Pay - No Result' procedure they shall have any goals scored removed by the organisers and the result awarded to their opposition.

2.7 If a team does not pay the match fee for any reason, the organiser may deduct that fee from the holding deposit where appropriate. This shall be deemed as a match fee underpayment and the 'No Pay - No Result' procedure implemented.

2.8 Failure to pay fees shall be deemed a breach of league rules and the organisers reserve the right to remove the team from that league.

2.9 The team Secretary is responsible for all team underpayments and match fee arrears.

Any monies owed greater than the original team deposit shall be collected by Compete.

2.10 Any team that leaves the league with arrears greater than the original deposit may be banned from sanctioned football by the sanctioning County FA.

2.11 Compete 5-a-side reserve the right to withhold any trophies and/or prize funds from teams that have monies owing from debt accrued throughout any season(s).

3. TEAM DEPOSIT

3.1 All teams pay a refundable team deposit to enter a Compete 5-a-side league.

3.2 The team deposit amount is determined by Compete and currently equates to the entire cost of a full game.

3.3 The deposit is paid to ensure your attendance throughout the duration of the entire Compete 5-a-side league season.

3.4 The deposit is payable once and shall be held on the team's account.

3.5 Compete 5-a-side may deduct match fees owing from the team deposit.

3.6 To ensure the deposit is fully refunded, ensure that all match fees owing have been paid and follow the withdrawal procedure as set out in section 6.2 LEAVING PROCEDURE.

This must be done before the player participates.

2. LEAGUE STRUCTURE

1. FORMAT

- 1.1 The leagues shall consist of one or more divisions containing several teams.
- 1.2 Three points shall be awarded for a win and one point for a draw. No points awarded for a loss.

2. PROMOTION & RELEGATION

- 2.1 At the end of the season the teams finishing 1st, 2nd or 3rd in each division (except the top division) shall be promoted to the division above.
- 2.2 In the event of two or more teams being equal on points, the team with the best goal difference shall take precedence. In the event of the goal difference also being equal, the goals scored shall take precedence.
- 2.3 At the end of the season the three lowest ranked teams in each division (except the bottom division) shall be relegated to the division below.
- 2.4 The winners, runners-up and 3rd place team of each division at the end of each league season shall be awarded a trophy and/or associated prizes. See current prize matrix.
- 2.5 All other sundry trophies, prizes or mementos shall be awarded on certain match nights at the organisers discretion.
- 2.6 Compete reserve the right to amend the league structure and format including promotions and relegations.

3. FIXTURES

- 3.1 Fixtures shall be created by Compete and where possible Compete will attempt to accommodate teams who have specific kick-off time requirements. This may not be possible on occasions in which case the Team shall be awarded a fixture time within the range of times set aside for the league which they are competing in.
- 3.2 Fixtures for the entire season shall be posted on the web site at least 48 hours before the first game of the season.
- 3.3 Once fixtures have been created these shall not be amended or re-arranged, however Compete reserve the right to amend or re-arrange them should a situation arise.
- 3.4 Once a season is completed, promotions and relegations shall be made, the new fixtures generated and the new season shall start the following week. There are no pauses between seasons unless determined in advance by Compete.
- 3.5 Fixtures are available via the web site or by signing up to the SMS fixture alert service. There is a charge per message via the SMS service. Full details are found on www.compete-at-eldon.com

4. ABSENT TEAMS & UNFULFILLED FIXTURES

- 4.1 If a team is absent from the league for one week the opposition shall be awarded the game with a 5 - 0 scoreline.
- 4.2 The match fee is still payable by the absent team and this shall be deducted from the team deposit. This shall still occur even if notice has been given.
- 4.3 Where a team has been absent for 1 game the team will be required to pay a further deposit, equivalent to the original deposit, to ensure against a further non-appearance. The deposit shall be paid in full prior to any further games being played.
- 4.3 Where a team is unable to play a game for 2 weeks during the league, Compete reserve the right to remove the team from the league and withhold the team deposit, which shall be forfeited.
- 4.4 If a team has no opposition as they are absent, to claim the points they must be available to play and have paid the relevant match fee. If this is not the case than they shall be also deemed as absent. However, Compete will always endeavour to notify a team in advance if they do not have a match due to opposition cancellation. In these cases the team do not need to be available to play, will not be required to pay the relevant match fee and will be awarded the points.

4.5 If a team is late by more than 5 minutes or do not have enough players (see 6.3), the game shall be awarded to their opposition. For every minute that a team is late the opposition shall be awarded 1 goal.

4.6 The match fee is still payable via the team who was unable to fulfil the fixture and this shall be deducted from the team deposit if not paid.

5. ABANDONED GAMES

- 5.1 In all cases where Compete is satisfied that a game has been abandoned through the fault of one of the teams, the match shall be awarded to their opponents and the score-line at the time applied or a 5 - 0 victory awarded (whichever is greater).
- 5.2 A maximum of 3 points may be deducted from the total gained by any club found responsible for causing the match to be abandoned as a result of the conduct of its players/officials.
- 5.3 In the event of a game being abandoned through any other extreme cause not provided for above, one point shall be awarded to each team.
- 5.4 Compete shall review all abandoned matches and in all cases where it is an advantage to the league, Compete shall be empowered to order the score at the time of the abandonment to be the result.

6. NUMBER OF PLAYERS

- 6.1 The number of players is limited to 5 per side with a maximum of two substitute allowed. However there is no limit to the number of times you can bring players on and off.
- 6.2 The number of players allowed in your actual squad is 15, however all players must be registered to your team before they play.
- 6.3 If a team is reduced to 3 players or less either through injury or suspension the game shall be abandoned and awarded to the opposition.

3. PLAYING RULES

1. DURATION

1.1 All matches consist of either 20 or 30 minutes playing 1 way (check with Compete for specific durations).

2. START OF PLAY & BREAKS IN PLAY

2.1 At the beginning of the game the choice of ends is decided by the match official

2.2 Play may be started by the referee nominating a team to kick off from the centre of the playing field.

2.3 The game shall be started in the same manner after a goal has been scored by the conceding team.

2.4 After any other stoppage the game shall be re-started by the referee dropping the ball at the nearest point to where the play was suspended.

3. HIGH BALLS & CORNERS

3.1 All free-kicks are deemed to be direct.

3.2 If the ball is deemed to have gone above head-height off an out-field player a free-kick is awarded to the opposition at the point where the ball last touched a player.

3.3 If the ball is deemed to have gone above head-height off the goal-keeper a corner is awarded to the opposition. Corners may be taken from either side of the pitch.

3.4 The opposition must be a minimum of 1m from a throw in or a corner kick.

4. OFF SIDE, FREE KICKS & PENALTIES FOR OUT-FIELD PLAYERS

4.1 There is no offside. Players may place themselves in any part of the playing area without any restriction.

4.3 Out-field players cannot enter the goal-keepers area. If a player enters his own goal-keeper's area the opposition is awarded a penalty. If a player enters the opposition's goal-keeper's area the opposition is awarded a free-kick on the edge of their own goal-keeper's area.

4.4 When a player is taking a free kick, the opposition shall be a minimum distance of 1m from the ball until it is in play.

4.5 All free kicks that happen around the penalty area must be a minimum distance of 1m from the goal area.

4.6 A penalty kick shall be taken from the penalty mark or from the edge of the area directly in line with the centre of the goal.

4.7 If an intentional offence is committed that is deemed by the match official to have prevented an obvious scoring chance the attacking team will be awarded a penalty.

5. SCORING

5.1 A goal is scored when the whole ball crosses the goal line between the goal posts and under the cross bar.

6. THE GOAL KEEPER

6.1 The keeper cannot come out of their goal-area. If a goal-keeper leaves their area a penalty will be awarded to the opposition.

6.2 To return the ball to open play from their area the goal keeper must deliver the ball via a throw. The ball must be thrown underarm and under knee height in a horizontal or downward direction. Infringement will result in a free-kick 1m from the edge of the area.

6.3 A team can only pass the ball back to their goal-keeper once. If this happens twice without the opposition touching the ball a free-kick shall be awarded to the opposition 1m from the edge of the area.

7. PLAYERS EQUIPMENT

7.1 Footwear is restricted to trainers. Blades, football studs or moulded studs are not permitted. Failure to wear the appropriate footwear may result in that player being excluded from play.

7.2 All teams must play in their designated colours. Details of these colours will be displayed on the fixtures provided to each team and on the website. Should there be a clash of colours the away team will be required to change to an appropriate colour.

9. SUBSTITUTES

9.1 Two (2) substitutes per team shall be permitted during a game.

9.2 The rules of the league allow unlimited rolling substitutions.

9.3 The conditions for making a substitution are:

The referee must be informed before a substitution can be made.

9.4 Any player may change with the goal keeper, provided that the referee is informed of the change and it is done so in a stoppage of play.

10. Complaints

10.1 All complaints regarding players and teams should be directed towards a Compete representative.

10.2 All complaints regarding officials and the officiating of a game must be put in writing and handed to a Compete representative.

4. DISCIPLINARY

1. MISCONDUCT

1.1 Compete operates its league under strict guidelines with regards to discipline and misconduct.

1.2 If in the opinion of Compete the conduct of any club or player brings the league into disrepute, Compete reserve the right to report the player and club to the sanctioning association for disciplinary action in pursuance of rule 25 or any successor provision.

1.3 Compete also reserve the right to prohibit the player or club from taking any further part in Compete leagues.

1.4 During a game the referee may award a yellow or red card depending on the severity of misconduct.

offending player will receive a yellow card. Any further sliding tackles will result in a red card.

3. RED CARDS

MISCONDUCT DEALT WITH BY COMPETE 5-a-side ONLY

MISCONDUCT DEALT WITH BY THE SANCTIONING COUNTY FA

3.1 If a red card is awarded the offending player shall not be allowed to take further part in the match and shall be suspended from Compete 5-a-side for a minimum of 1 match.

3.2 There are various red card offences which carry heavier suspensions from the Compete league :

Receiving a 2nd yellow card - 1 match ban.

Denying an obvious goal scoring opportunity by physical means or by deliberately handling the ball - 1 match ban

Use of offensive or insulting or abusive language / gestures, not to a match official - 1 match ban.

Use of offensive or insulting or abusive language / gestures, to a match official - 2 week ban (meaning the offending player will be banned from all leagues that they participate in at Compete for two entire weeks).

Violent conduct resulting in a direct red card - 4 week ban.

PLEASE NOTE: All bans will come into effect exactly 1 week from the offence, other than for violent conduct which will come into effect immediately.

All players have the right to appeal. Details of how to appeal are on the website.

All other red card offences shall be dealt with by Compete 5-a-side and the sanctioning County FA.

3.3 Any suspension awarded by Compete 5-a-side shall affect this league only.

3.4 Any suspensions awarded by the sanctioning County FA shall affect all football leagues including Compete.

3.5 County FA suspensions may or may not run at the same time as Compete suspensions.

3.6 Players and officials are reminded that the Rules and Regulations of The FA and the sanctioning County FA allow for fines to be imposed as a result of misconduct.

3.7 Players should refer to the rules of The FA for a full explanation of all playing rules.

4. SLIDING TACKLES

4.1 Please note particularly that charging / sliding tackles are forbidden and shall be penalised by the awarding of a free kick. If the sliding tackle is deemed to be intentional the

5.SANCTION & AFFILIATION

1. NAME & DURATION OF THE LEAGUE

1.1 The league shall be called the Compete 5-a-side league and will likely have a sponsor attached to the name. Example: The Friday Night League may become The Tiger Tiger League.

1.3 The league organiser shall be Compete (trading as SourceIT Consulting Ltd).

2. ORGANISING & SANCTIONING

2.2 The league shall be governed in accordance with the Rules and Regulations of the FA and the relevant sanctioning County FA.

2.3 Matches shall be played in accordance with the Laws of Small Sided Football as laid down by The FA and set out within these rules/provided alongside them.

2.4 The relevant County FA shall sanction the league.

2.5 The league, all clubs, players and other associated persons shall be subject to the Rules and Regulations of The FA and the sanctioning County FA.

2.6 The relevant sanctioning County FA shall deal in accordance with breaches of the laws of the Game/Laws for Small Sided Football and the Rules and Regulations of the Football Association.

3. RIGHT OF APPEAL

3.1 Any appeal against a decision of Compete must be made to the sanctioning county FA in accordance with the appropriate rules of the association.

3.2 An appeal fee may also apply.

6. PARTICIPATION & LEAVING

1. LENGTH OF PARTICIPATION

1.1 A team entering into a league shall do so for the minimum of the completion of the current season.

1.2 A team shall always be automatically entered into the next season unless notice of withdrawal has been served by the team Secretary .

2. LEAVING PROCEDURE MUST

2.1 A team can only leave at the end of a season.

2.2 To withdraw from the league the team Secretary give at least two (2) weeks written notice before the end of that current season.

2.3 The team must then fulfil the remainder of that season's fixtures, and shall be withdrawn before the new season commences.

2.4 The team can give the written notice to a Compete 5-a-side representative, or send to the organisers office, or submit it via the website.

2.5 Any team that leaves the league without the two (2) weeks written notice or before the end of a season, shall forfeit their team deposit.

2.6 Any team that leaves with monies owed greater than the original team deposit, shall have those arrears collected by Compete or an appointed agency and may also be banned from all sanctioned football by the sanctioning County FA. The registered Secretary at the time of the team withdrawal shall be wholly responsible for these monies.

2.7 If a team leaves the league following the correct procedures as stated above, the deposit, (minus any match fee underpayments deducted, if applicable), shall be returned via a cheque.

2.8 The cheque shall be made out to the registered team Secretary at the time of withdrawal and sent to the address as per the records held by Compete .

7.RECORDING DISCLAIMER

By signing the Compete registration form you will hereby consent to the recording, use and reuse by Compete of the 5-a-side football leagues currently entitled "Compete-at-Eldon" (the "Leagues"), Our House Productions and any of our respective licensees, assigns, parents, subsidiaries or affiliated entities and each of the respective employees, agents, officers and directors (collectively "Releasees") of your voice, actions, likeness, name, appearance and biographical material (i.e. collectively "Likeness") in any and all media now known or hereafter devised, worldwide in perpetuity, in or in connection with the Leagues. You will hereby agree that Releasees may use all or any part of your Likeness, and may alter or modify it regardless of whether or not you are recognizable. You will further agree that Compete exclusively own the application materials (videos, photos, etc.) that you have provided in connection with the Leagues and any photos and video that Compete will make of you in connection with the leagues (the "Materials") and all rights there in and there to including, without limitation, the right to use the Materials and your Likeness in any and all media now known or hereafter devised worldwide, in perpetuity. You will further agree that Releasees may use your likeness and the Video in connection with any promotion, publicity, marketing or advertisement for the Leagues. You will release Releasees from any and all liability arising out of their use of your Likeness and/or the Materials. You will agree not to make any claim against Releasees as a result of the recording or use your Likeness and/or the Materials (including, without limitation, any claim that such use invades any right of privacy and/or publicity).

All participants entering into sporting activities do so entirely at their own risk and the organisers, their servants or agents do not accept liability for any personal injury or loss/damage to property howsoever caused.

A copy of these rules shall be given to all participating clubs and are binding on the clubs and players taking part. A copy of these rules are available on request from Compete and a copy of The Laws of Small Sided Football are available from the relevant sanctioning County FA or from www.thefa.com

***www.compete-at-eldon.com
info@compete-at-eldon.com***

8. Forum Rules:

Any customer wishing to post a message agrees not to post any item that:

- Is defamatory or discloses any information that the customer has no legal right to disclose
- Is (or contains anything which is) vulgar, hateful, obscene or insulting
- Contains any form of advertising, promotional materials or any form of commercial activity
- Contains any promotion of any competitors of Compete or their products
- Contains any virus, corrupted files, "Trojan Horses" or any other matter that could cause harm to the computer of any third party
- Contains any intentionally false or misleading statements or any statement seeking to unfairly discredit Compete.
- Is an attempt to collect or store data about other customers
- Contains a link to any other website address of, or promotes the services of, a competitor of Compete
- Is in a language other than English
- By using the Forum you agree to be bound by the above rules. Anyone found to be in breach of any of the above rules faces removal from the Forum and suspension of their Compete account.