

## Active Staff 6-a-side Football Competition Rules Semester A 2019-20

**Team Captain:** Please read the following guidelines and sign (as a representative of the team) the entry form to say that your team agree to abide by these terms and conditions throughout the competition.

### General

- Any queries or problems please contact the organiser based at the HertSquad Office on the de Havilland Campus:  
Senior Sports Development Officer: Lynne Pestle-Bass, 01707 281176 / 07745 728 921 or [l.pestle-bass@herts.ac.uk](mailto:l.pestle-bass@herts.ac.uk)
- It is advised that all captains and players 'like' and 'follow' the 'HertSquad' Facebook, Twitter and Instagram pages to ensure everyone is up-to-date with all league events.
- Teams will be required to arrive **15 minutes** early prior to the start of their first fixture to meet competition organisers and confirm Active Staff Football rules / ask any pending questions.
- All equipment (including bibs) will be provided.

### Parking

#### *College Lane*

- Staff parking rules apply as usual. Please visit [www.herts.ac.uk](http://www.herts.ac.uk) for further information.

### Competition Format

- All fixtures will be played weekly on Tuesdays on the following dates: Tuesday 22 October, Tuesday 5 November, Tuesday 19 November and Tuesday 3 December.
- The competition structure will be confirmed once the entry deadline has passed.
- All fixtures will be played on the 3G New Generation artificial pitches at the College Lane Oval Pitches. Players may **ONLY wear astro trainers or moulded studs** on the 3G surface - **blades and metallic studs are NOT permitted.**

### Pre-Competition Requirements

- Each individual team will be permitted to register up to a maximum of 10 players (male or female).
- All teams registering should ensure **ALL** players complete the necessary information on the team entry form, and all players sign a copy of the 'adult players' section of The FA Respect Code of Conduct, before submitting them along with full payment to the HertSquad Office on the de Havilland Campus before **21:30 on Monday 4 February.**
- Each team will be required to submit a £20 refundable deposit in cash when submitting their entry form with full payment. This will be returned at the end of the semester providing all league fixtures have been completed in accordance to the league rule explained below. \*

### Competition Rules and Regulations

- All matches will be played under standard Football Association Small-Sided Football Laws and Regulations unless stated otherwise.
- Players are required to show their staff ID card to the Activator at the start of each fixture. Failure to show a valid ID card could result in that member of staff not being able to play their fixture.
- If a team is unable to fulfil a fixture, then the competition organiser must be notified asap via the Campus Sport mobile by phone or text (07745 728 921) **by 17:00 the day before the fixture is scheduled to take place.**

If the organiser is notified after 17:00 the day before the fixture or a team does not turn up for a match, then £10.00 will be deducted from the deposit submitted at the start of the competition. \*

- **All players are required to wear shin pads. If a player does not have shin pads on, then they will not be able to participate in the fixture.**
- All matches are to be played on the date and time stated in the fixture list submitted to the team captain and vice-captain. (Unless otherwise notified by the competition organisers).
- Teams can play guest players throughout the duration of the competition providing the guest players bring their staff ID cards.
- The referee will be instructed to kick the game off at the allotted time. A team must take to the pitch if there are 4 or more players present. It is the team captain's responsibility to get players on the pitch ready for kick off. Any delay to the start of the game to allow for players arriving late is at the discretion of the Activator or competition organiser. If, after this time, a team has 3 or less players then the opposition will be awarded a walkover.
- The duration of each game will be 15 minutes each way with a 5-minute break at half time.
- Substitutes can be rolled on and off at any time the ball goes 'dead' providing the referee has permitted it.
- There are no area restrictions imposed on any player.
- **NO** off-sides.
- Goal-kicks must be taken from the goal-line.
- Goalkeepers **CANNOT** drop-kick the ball. An indirect free-kick where the drop-kick took place will be awarded if applicable.
- Goalkeepers can only handle the ball in their goal area (shown by markers).
- Goalkeepers **CANNOT** pick up a deliberate back pass from their players. Those guilty of this will face an indirect free-kick where the offence took place.
- The ball **CAN** go over head height.
- Kick-ins will be used to play the ball in from the sides (no goal can be directly scored from this) and corners.
- All opponents must be at least 3m from the ball until it is in play for free kicks.
- Goals can be scored both inside and outside the penalty area.
- In the event that the match ball is kicked out of the 3G caged area, either intentionally or unintentionally, it is the responsibility of the team who kicked the ball out to retrieve it. If an alternative match ball is available, then the 'lost' ball does not need to be retrieved immediately (the match can continue to its conclusion). However, the 'lost' match ball must be returned to either the Activator or referee, by those responsible, prior to the conclusion of Active Staff Football fixtures that afternoon/evening. The referee will stop the clock for any delays due to a ball being retrieved or an alternative ball being located.
- Wherever possible the competition organisers will provide qualified referees. In the event this is not possible, experienced players will officiate matches. If experienced players are not available, teams may be required to provide / nominate a referee.
- All players are required to read and sign to adhere to the 'adult players' section of The FA Respect Code of Conduct throughout the competition. Failure in players not adhering the code of conduct could result in the HertSquad Team taking relevant action (where applicable to the University) and seeking to impose sanctions where appropriate to the behaviour / incident.
- Any player receiving a red card:
  - Will be subject to a ban determined by the programme administrator based on the nature of the offence(s).
  - May be asked to vacate the playing area at the time of the red card being shown.
  - May not be permitted to spectate matches within the duration of their ban.
- Any player accumulating 3 yellow cards within a league semester will automatically miss the following fixture.

- Points will be awarded as follows:  
Win – 3 points                  Draw – 1 point                  Loss – 0 points
- Any team winning by a walkover (i.e. no show or unacceptable cancellation from the opposition) will be deemed to have won by a score of 5-0 (unless the competition organisers decide otherwise).
- A team will be withdrawn from the league should they fail to fulfil 3 league fixtures (i.e. no-show) without informing the competition organiser via the Campus Sport mobile.
- In the event of the final league table being tied on points, goal difference will be calculated. If still level, goals scored, followed by the result of the fixture between the two sides will be the determining factors.

### **Post-Match Requirements**

- Each team captain is required to sign the referee's scorecard post-match which should then be handed to the Activator straight away.
- Any complaints must be made in writing to the HertSquad Office within 24 hours of the match's conclusion.

*N.B. These competition rules may be subject to change at any time. Team captains will be informed by email of any alterations at the first available opportunity.*