

## Rules and Regulations of the Goal Arena Football League and Challenge Cup

### 1. General Rules

- i. Each team must have a proper set of jersey with numbers. Individual players must have their own jersey number and no rotation is allowed.
- ii. Each team will have to pay a registration fee of \$100 per season and a deposit of \$400 to be refunded at the end of the season. The deposit is to ensure all teams complete the League and Challenge Cup with sportsmanship. Any teams that withdraw from the League or Challenge Cup will have the deposit forfeited and will have to pay for the rest of the remaining games for the entire season. No compensation of paid amount will be entertained. *(NB: The League/Cup Season deposit will be increased from \$300 to \$400 with effect from 2017. This only applies for new teams joining the new season. Current teams that continue into the new season will not have to top up their existing deposit of \$300 to \$400. However, current teams which have used part of their deposit during the past season will need to top up their deposit to \$300 before the commencement of the new season.)*
- iii. At the end of season, teams that will not be renewing for the next season and have completed both the League and Challenge Cup will need to write in to us via email to request for refund of the deposit. The organizing committee will take 7 days to process and issue the refund via cheque to the team manager.
- iv. Match fees will be **\$100 per team for grass fields** and **\$150 per team for artificial fields** (per game) inclusive of referee fees. All teams will have a fair share of grass and artificial fields. The organizing committee will not entertain teams request for more artificial fields.
- v. Matches that are abandoned due to poor weather conditions will be charged at the following per team with respect to the duration played when the match was called off:-  
**For Grass Field**
  - a. Before Kickoff - \$0
  - b. 1st to 40th minute played - \$50 per team
  - c. 41st to 79th minute played - \$80 per team**For Artificial Fields**
  - a. Before Kickoff - \$0
  - b. 1st to 40th minute played - \$75 per team
  - c. 41st to 79th minute played - \$120 per team
- vi. The organizing committee reserves the right to reject any applicant without giving further clarifications.

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## **2. Registration of Teams and Players**

- i. It is **COMPULSORY** for all league teams to register ALL their players who participate or will participate in our league/cup games at our official website ([www.goalarena.sg](http://www.goalarena.sg)). Teams that fail to do so will not be given priority for artificial pitches.
- ii. All social players are eligible to participate except players registered with professional teams, the Singapore national team, S-League and Prime League. Only social footballers are allowed to take part. (For the avoidance of doubt, ie. a player who is registered in season 2014 with the S-League or Prime League is not eligible to represent any Goal Arena Football League and Challenge Cup teams until the commencement of 2015 S-League or Prime League season as this period is deemed as off season).
- iii. Teams that wish to appeal on the matter of opposing teams fielding professional players during the Goal Arena Football League and Challenge Cup matches will need to submit **visual evidence** such as photos, videos as well as documented proof (ie. professional team's website indicating player name in the team roster) that the particular player is registered with the professional team.
- iv. Players must be at least 16 years old and above (base on Date of Birth on date at time of registration) to take part in any matches.
- v. Each player cannot represent/play for teams other than their registered team in the same League category.
- vi. A player can only be transferred once per season. For example, Player Z plays for Team A and now he wishes to represent Team B. This particular player cannot represent any other teams in the League category until the season ends. Team B manager must notify organizing committee for such request and Team A manager will be informed accordingly by the committee.
- vii. The team manager will be allowed to play only if he is registered as a player.
- viii. The team shall comprise of a manager, team captain and a minimum of 14 players. Teams may register as many players as required during the season through our website at [www.goalarena.sg](http://www.goalarena.sg).

## **3. League and Challenge Cup Fixtures and Venue**

- i. Majority of League fixtures will be played in the respective area of division. Match venue for Challenge Cup fixtures will be island wide and designation of the venue is at the sole discretion of the organizing committee.
- ii. Upon commencement of the League/Cup, teams that request for postponement or walkover for the scheduled league/cup game have to do so via SMS/Whatsapp, subjected to the following conditions:

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- a. The request for postponement to be made known to us by Sunday 2359hrs for next weekends' game. The first two requests is free of charge and subsequent requests will be charged at \$100 each + Walkover if the organizing committee determines that your team is behind schedule.
  - b. If the request for game cancellation is made known to us only on Monday or Tuesday, your team will be fined for one match fee (\$100 or \$150) + Walkover of the results for that weekends' game.
  - c. If the request for cancellation is last minute, meaning from Wednesday to Match day, your team will be fined for two match fees (\$200 or \$300) + Walkover results for that weekends' game.
- iii. Each team is only allowed to postpone 2 League matches per season. Any additional postponement of matches will be charged at \$100 each.
  - iv. There will be no postponement allowed for Challenge Cup fixtures. Teams that wish to forgo an upcoming Challenge Cup fixture will need to inform the organizing committee one week in advance before the actual match day itself. The Challenge Cup fixture will be considered a walkover and the opposition team awarded a 3-0 win. Teams that fail to do so will be subjected to a penalty of \$100 and 1 point deducted from the Challenge Cup table.
  - v. Fixtures will be released 10 days in advance. Team managers, players, supporters are encouraged to visit the website regularly for any updates.
  - vi. The organizing committee reserves the right to make changes to the League and Challenge Cup fixtures for early completion of the season.

#### **4. League and Challenge Cup rules**

- i. League and Challenge Cup matches shall be played for duration of 40 minutes + injury time per half with a 10 minutes interval in between.
- ii. Teams found guilty of fielding an unregistered or ineligible player will be penalized. The opposing team will be awarded with a walkover with a 3-0 score line or any higher goal difference of the final result.
- iii. Teams that wish to appeal on the matter of opponents fielding unregistered players during the League and Challenge Cup matches will need to submit **visual evidence** such as photos, videos as well as documented proof of his ineligibility.
- iv. For each League and Challenge Cup match, teams can substitute a total of nine players (rolling) during active play. There will be no limitations to the number of substitutions during the interval and all substitutions during active play must be acknowledged and given permission by the referee.

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- v. No match shall commence unless there is a minimum number of 7 players (goalkeeper included) starting in each team (ready for kick off with boots and attire). If the stated number of players are not present at the end of the grace period (20 minutes after the scheduled kick-off time), a walkover will be awarded to the opposition with a 3-0 score line. The organizing committee will leave this decision to the match referee of that fixture to decide should a team request a walkover. The team that was not punctual will be penalized \$200 and 1 point deducted from the League or Challenge Cup table. If the team that offends this rule arrived with the minimum number of players 20 minutes after the scheduled kick-off time, and both teams agree to continue with the match regardless of how many minutes passed after the scheduled kick-off time, both teams are deemed to agree to the final match result and required to pay the full match fees.
- vi. If a team ends with six players or less due to sending off or injuries, the match will be stopped and a 3-0 win awarded to the opposition or any higher goal difference at that point in the match.
- vii. In the event of inclement weather, the fixture will carry on unless informed of a cancellation by the organizing committee. Cancellation of fixture will be communicated to all the affected teams 60 minutes prior to kick-off time through their respective managers or point of contacts via SMS/Whatsapp, or as soon as the organizing committee receives information from the respective field wardens regarding the cancellation.
- viii. If both team managers come to an agreement that the match is not in a playable state due to inclement weather, the match can be stopped at any time else the referee will decide. In the event of lightning, the referee must stop the match immediately. The match may restart provided the team managers, referee and field warden agree that match is safe to carry on. The match will be re-played fully regardless of the score or time left at the point which the match was stopped. Teams that fail to comply with the referee's decision may be subjected to the organizing committee's disciplinary actions.
- ix. Matches that are abandoned due to acceptable reasons e.g. lightning, poor field conditions will be re-played fully regardless of the score or time left at the point which the match was stopped.
- x. If any match is abandoned due to fights, the organizing committee will conduct an investigation with the referee's and team's report (to be sent via email) of the incidents leading up to the fight. The match will be awarded with a walkover of a 3-0 win to the team which was not at fault. If both teams are found to be at fault, the fixture will be taken as played but the result will be considered void regardless of the score line and remaining match time at the point where the fight broke out. No points will be awarded to both teams. Teams found guilty will be docked a point from the League or Challenge Cup table and will still be required to pay for the match and have their deposits forfeited.

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The organizing committee will not hesitate to expel teams that are frequently involved in fights. Players who exhibit uncontrollable violence will be reported to the police.

- xi. In the event the referee decides to walkover the game due to his safety being put at risk, the organizing committee will conduct an investigation with the referee and both teams about the incidents that took place. The match will be awarded with a walkover of a 3-0 win to the team which was not at fault. If both teams are found to be at fault, the fixture will be taken as played but the result will be considered void regardless of the score line and remaining match time at the point where the incident broke out. No points will be awarded to both teams. Teams found guilty will be docked a point from the League or Challenge Cup table and will still be required to pay in full for the match and have their deposits forfeited. The organizing committee will not hesitate to expel teams that are frequently involved in referee abuse. The referee's decision is final and players who exhibit uncontrollable violence towards them will be reported to the police.
- xii. Players who receive a red card in a previous League or Challenge Cup match will be banned from the following fixture. Any team caught fielding a suspended player will have 1 point deducted from the League or Challenge Cup table and the organizing committee will award the opposition of that fixture with a 3-0 win or higher goal difference of the final result.
- xiii. Any withdrawal of teams from the Goal Arena Football League or Challenge Cup will result in the following rules being applied:-

**League**

- a. If the withdrawing team has yet to play against all teams in the division for the 1st leg, all previous matches played with the other teams will be considered null and void, and the results removed from the table standings.
- b. If the withdrawing team has played every team in the division at least once before, the results for the 1st leg will stand while the 2nd leg result (for those teams who have already played the withdrawing team twice), will be considered null and void, and removed from the table standings.

**Challenge Cup**

All remaining fixtures will be awarded with a 3-0 win to the opposition and all previous results of the withdrawing team will stand. For the matter of qualification for the subsequent stage of the Challenge Cup, the next best team will be given the slot of the withdrawing team. In determining the next best team, points will firstly be compared, and then goal differences then individual meetings. In the event that all comparisons are equal, a playoff will be held to determine which team progresses.

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- xiv. Teams that are uncooperative with the organizing committee will be asked to leave the League or Challenge Cup. Their deposit will be forfeited and no compensation will be given.
- xv. The referee's decision during the match is final. The organizing committee will not tolerate any abuse towards referees. Referees are instructed to send off players or spectators who abuse them. Please contact us directly if you wish to give any feedback on a referee's performance.
- xvi. The organizing committee will assess on a case to case basis, any other situations which are not covered in the rules above and come to a decision on the specific cases within a 2 week period.

**5. League format**

- i. Each team will be playing 2 ties against the rest of the teams in the League division.
- ii. Three points shall be awarded for a win, one point for a draw and zero for a lost.
- iii. Final League standings will be based on the team with the highest number of points. In the event of a tie in the number of points at the end of the League season, the team with the larger goal difference will have the advantage over the team with the same number of points but smaller goal difference. Following that, if both teams are still tied at goal difference, the team with the higher number of goals scored will have the advantage over the team with the lower number of goals scored. If it is still tied at the number of goals scored by both teams, then the head to head meetings between the two teams will be used to consider which team has the advantage. If it is still tied after the head to head consideration then a playoff match will ensue. If the playoff match ends in a draw after the final whistle then a best of three penalty kicks will be administered to decide the winner of the playoff.

**6. League Fair play format**

- i. Disciplinary points will be given to teams for every card accumulated during the League matches of the season ie. 3 points for a red card and 1 point for a yellow card.
- ii. For Disciplinary Points System, kindly refer to the table below:

<b>Disciplinary Points</b>	<b>Point Deduction</b>
First 18 points	-1
Subsequent 6 points	-1
Subsequent 3 points	-1
Subsequent 2 points	-1
Subsequent 1 point	-1
Subsequent 1 point	-1

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## 7. Challenge Cup format

- i. The Challenge Cup will consist of 24 or 32 teams taking part across 8 groups, with 3 or 4 teams per group respectively.
- ii. League teams will be seeded automatically into the individual groups based on the final League standings and a draw will be conducted for the allocation of groups for the invited teams.
- iii. Challenge Cup matches shall be played 40 minutes + injury time per half with a 10 minutes interval in between.
- iv. Final group stage standings will be based on the team with the highest number of points. In the event of a tie in the number of points at the end of the group stage, the team with the larger goal difference will have the advantage over the team with the same number of points but smaller goal difference. Following that, if both teams are still tied at goal difference, the team with the higher number of goals scored will have the advantage over the team with the lower number of goals scored. If it is still tied at the number of goals scored by both teams, then the head to head meetings between the two teams will be used to consider which team has the advantage. If it is still tied after the head to head consideration then a playoff match will ensue. If the playoff match ends in a draw after the final whistle then a best of three penalty kicks will be administered to decide the winner of the playoff.
- v. From Round 16 onwards, if the final score is a tie at full time, best of 3 penalty kicks followed by sudden death penalty kicks if necessary, will be administered to determine the winner of the fixture.

## 8. Roles and responsibility of all Team Managers and Captains

- i. Visit website regularly for updates on fixtures, League table and scores.
- ii. Make payment of match fees to referee **BEFORE** kick-off.
- iii. Clear all outstanding dues within 3 days after the match. Teams that fail to do so may be subjected to a point deduction from the League or Challenge Cup table or face expulsion from the League or Challenge Cup.
- iv. Responsible for the conduct of their players and supporters present at any match.
- v. Ensure all players are registered and eligible for the competition. The organizing committee may conduct random checks on the eligibility of players. Hence at all times, team managers must ensure that their players are able to present any form of photo identification to the member of the organizing committee conducting the checks. Failure in the verification process will result in that particular player not being eligible to take part in the match.

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- vi. Ensure sufficient players turn up for the match and have a team ready 15 minutes prior to kick-off time.
- vii. Ensure players wear shin guards for all matches.
- viii. All teams must keep to the jersey color assigned for that particular fixture. Should there be feedback from the referee that either team has failed to keep to its designated jersey colour as per what is shown in the website or the confirmation via SMS/Whatsapp for that fixture, the team at fault may be subjected to a penalty of 1 League point deducted from the League table. Teams can request for change in jersey color, subjected to the approval of organizing committee. Outcome of the decision will be notified via SMS/Whatsapp to all teams involved.
- ix. Bring at least 2 decent soccer balls and an air pump. Teams that fail to do so may be subjected to a penalty of 1 point deducted from the League table.
  - a. For each League match, the organizing committee expects each team to bring 2 decent quality soccer balls and an air pump. Teams that fail to do so on a regular basis will not be given priority for Artificial/Stadium fields.
  - b. The home team will provide the soccer ball for first half and away team, for the second half. The team that has kicked the ball out of the field compound shall have to bring/return the ball back.
- x. Submit match report via SMS/Whatsapp within 48 hours after the match.
  - a. Yellow and red carded players
  - b. Goal scorers
- xi. Team managers and assistant team managers shall be the only point of contact for the organizing committee. The organizing committee will not entertain any request/appeals from any other persons including players.

**9. First aid and medical coverage**

- i. The organizing committee will not be liable for any injury, loss, death or other damages incurred to the team or their players. All participating teams shall be responsible for their own first aid and medical coverage.
- ii. All team managers are fully aware and agree on the fact that no insurance coverage or medical staff will be provided for all competition/events organized by the organizing committee.

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## **10. Supplementary rules**

- i. No refunds shall be made to any individual or team in the event of walkover, disqualification or withdrawal from the tournament.
- ii. If there is a clash of jersey colors and both teams do not have a second set, the team listed as the away team (second team) in the fixture will have to wear bibs provided by the organizing committee.

The rules and regulations as depicted are current at the time of printing. The organizing committee reserves the right to add, delete and change the said rules and regulations from time-to-time and may do so at our own discretion without informing any parties beforehand.

Last updated: 15 December 2017

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