



LEAGUE OBJECTIVE

To provide a platform to share the gospel & impart biblical values to both Christians and non-Christians

THE TEAM

1. Each team must register a minimum of 5 and a maximum of 10 players for the league.
 2. New players can be registered no later than 1 month from the date of commencement of the league if the team has not reached the maximum of 10 players.
 3. No players can be deregistered while the league is in progress.
 4. At least 25% of registered players must be non-Christians and 25% Christians.
 5. Each team consists of males only for the league.
 6. This is an OPEN League. Age limit is minimum 16 years (as at 1 January 2016) with no maximum age.
 7. Registered players who are not on the Match Day Team Sheet are not allowed to play or act as substitutes on that particular match day even if the team is short handed due to injury or expulsion.
 8. The Team Manager is the sole spokesperson for the team.
 9. All participating teams must be affiliated or accountable to a church or Christian organization.
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TEAM COMMITMENTS

1. Each team must have a mature Christian Team Manager committed to:
 - a. impart biblical values and share the gospel
 - b. carry out the curriculum and disciple the players
 - c. provide end-season report on actions, responses of players and evaluation
2. Each team must prepare their players to do a short sharing (maximum 5 minutes) on what they have learnt from the curriculum, the training sessions, or participating in this league.



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3. One registered player from ONLY THE 1ST TEAM NAMED FOR EACH SCHEDULED MATCH DAY is to do the sharing before FIRST MATCH STARTS.
4. The player is selected by the Team Manager from the appointed team according to the League Fixture.
5. All registered players of every team are to be present for the carnival.

LEAGUE SYSTEM

1. There will be the OPEN Men's League.
2. Each league will be split into groups in round-robin format. The number of teams in each group is dependent on the total number of participating teams.
3. The top two teams of each group will proceed to the Cup knock-out, whereas the 3rd and 4th teams of the group will proceed to the Plate knock-out. The losers of the semi-finals in the Cup knock-out will proceed to the 3rd / 4th placing while the winners of the semi-finals proceed to the Final. ¹There will only be 1st / 2nd placing for Plate knock-out.
4. Points system during round-robin as follows:
 - a. Win – 3 Points
 - b. Draw – 2 Point
 - c. Lose – 1 Point
5. At the end of the round-robin within a group, if two or more teams share the same points, their ranking will be decided based on goals difference (GD), followed by goals for (GF).
6. Drawn games during the knock-out phase will have an extra 5-minute period to decide the winner. If game is still tied after that, another extra 5-minute period will be played and so on until a winner is decided.
7. Teams that are disqualified from a match or conceded a walkover will be awarded 0 league points.
8. Team Manager must attend the Team Managers' Training scheduled before the commencement of the league. Otherwise, the team will not be allowed to participate in the league.



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9. Team Manager must attend the scheduled Team Managers' Meetings. A representative must be sent in lieu if Team Manager is unable to attend. Teams whose representatives fail to attend the meetings will have 2 points deducted from their league standing.

REGISTRATION/REPORTING

1. Players are subject to random checks and are to present one of their personal IDs as stated below, which otherwise will not be allowed to play.
 - a. Passport
 - b. Student Pass
 - c. Identity Card
 - d. EZ link card
 - e. Driving license
2. Teams that register players using false IDs will be disqualified from the league.
3. Teams that are late for registration / reporting may be disqualified or penalized at the discretion of the Organizers.
4. Teams are to report to competition venue at least 30 minutes before the match starts (to report, warm-up and be present for team sharing).
5. Each team is to submit the registration forms duly completed with relevant information required and endorsed by the team manager and the respective church.
6. There is strictly no refund if any team withdraws from the league before completion.

GROUND-RULES

1. Referee has the final say. Any appeal can only be done through the Team Managers.
2. Players are to be properly attired for the matches with numbered jerseys, socks, boots/shoes and shin guards. Goalkeepers are to wear a different colour from own team players.
3. Players are to conduct themselves properly throughout the entire league.



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4. Players or teams that violate these guidelines may be disqualified from the league at the discretion of the Organizers.
5. At the discretion of the Organizers, when the rules are seriously breached (heavy foul play, foul play on purpose, misconduct towards the referees, the audience or other players), one player or a team may be disqualified from the league.
6. If a whole team is disqualified for that scheduled match day, all the matches scheduled to be played by that team will be awarded to the opposition with a walkover.
7. A walkover will be issued to teams that fail to turn up for matches 5 minutes after the official match time.
8. Each walkover is worth 3 points and 2 goals.
9. Teams playing in the first match will set up the place (at least 15 minutes before match starts) and teams playing in the last match will clear up the place (within 15 minutes after match ends). Any teams found not doing their duties may lose points according to competition committee's discretion.
10. If Team Manager foresees that the team will not be able to play for a scheduled match, he/she may appeal to the organising committee for re-schedule of match at least 2 weeks in advance.
11. Referees must still turn up for their officiating duties even if Team Managers have successfully appeal to reschedule a match. Failure to turn up without a valid reason would result in a 1-point deduction from the team's overall league standings.
12. Only TBAS certified or CRS trained court officials and field referees are allowed to perform relevant duties. Teams that send non-certified or untrained personnel to perform duties would result in a 1-point deduction from the team's overall league standings.

WALKOVER APPEALS

1. Appeals are only for potential walkovers that Team Managers foresee.
2. If appeal is made less than 2 weeks to the match date, the organizing committee will decide if the request can be accommodated.
3. The competition committee will be in-charge of the walkover appeals.



GAME RULES

1. All matches shall be played in accordance with the Law of the Games as approved by the International Board of FIFA.
2. The duration of all matches shall be **15 minutes**, divided into two equal halves, each of 7 minutes with an interval (half-time) of 1 minute.

COMPETITION FORMAT

Preliminary Rounds

3. The 20 teams shall be divided into 4 groups i.e. 5 teams per group. This is determined by drawing of lots done by the convenor.
4. The preliminary rounds shall be played based on the round robin system. The 5 teams in each will be playing against one another once. Three (3) points will be awarded for a win, one (1) point for a draw and nil (0) for a loss.
5. If any of the teams are unable to field at least 4 players, a walkover will be awarded to the opponent. Each walkover is worth **3 points and 2 goals**.
6. The points awarded to the teams will be tallied at the end of the preliminary rounds. If 2 or more teams in each group obtain the equal number of points, the position shall be decided on goal difference. If the goal difference is the same, the team scoring the greater number of goals shall take a higher position.
7. If the tie still persists; the tie shall be decided by the number of disciplinary cards received by the teams. Should the tie again persists, **3 kicks will be taken from the penalty spot** alternately until such time when one team emerged the winner.
8. The top 2 teams in each group shall qualify for the quarter-finals.

Quarter-Finals, Semi-Finals & Final

9. The 8 quarter-finalists will play for the 4 semi-final spots. In the semi-finals stage, the 4 teams will challenge for the place in the final. The 2 losing semi-finalists will eventually play for the 3rd and 4th placing. The winners shall eventually play in the final.



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10. Should the quarter-finals, semi-finals or final end in a draw, **5 minutes** of extra time shall be played. In the event of a draw after extra time, 3 kicks will be taken from the penalty spot alternately until such time when one team emerged the winner.
11. Whenever there is an extension of time, no players shall be allowed to leave the field of play unless consent has been granted by the referee.

START OF PLAY

12. The organising committee reserves the rights to decide on the venue and timing of all games. No matches shall be postponed or cancelled unless with the approval from the organising committee.

SUBSTITUTION

13. Each team is allowed **unlimited** substitutions including that of the goalkeeper. Any player substituted can re-enter the game.

WALKOVER

14. A 5 minutes grace period shall apply to all matches. Any team which fails to turn up or fail to field a minimum 4 players after the grace period shall be deemed to have conceded a walkover.

SUSPENSION FOR PLAYERS CAUTIONED OR DISMISSED

15. A player who receives 2 yellow cards shall be automatically suspended from participating in the subsequent match.
16. A player who receives a red card shall be suspended from participating in two subsequent matches.
17. The committee shall deliberate and decide if **EXTREME** cases of violent conduct, acts of ill discipline and unsporting behaviour of players and supporters should be brought to the attention of the FCA Director. In addition, the player concerned will be barred from participating in the remaining games in the league.



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APPEALS / PROTEST

18. Any appeals or protest arising from any match during the carnival shall be done in writing to the committee after the completion of the match. Any breach of the rules of the league and any matter not covered therein shall be dealt with by the committee and its decision shall be final.

PRIZES

19. The committee reserves the rights to decide on the prizes.

Notes:

¹ The actual league format will be decided by the Organizers based on the total number of participating teams after registration closes.

² The organizing committee holds the right to decide on any issues raised that are not stated in the Rules & Regulations

³ The organizing committee has the right to alter the schedules of the League if necessary. Participating teams will be informed of the changes.

⁴ Participating teams shall be responsible for their own first aid and medical coverage throughout the League.

⁵ The organizing committee and its sponsors shall not be held liable for any accident, injury or loss of personal property during the League.

⁶ All decisions made by the organizing committee are final; appeals can only be made to the disciplinary board by Team Manager.