

## **BY-LAWS**

### **General**

Please ensure that the rules contained herein are known, understood and adhered to by all team officials and players. This will obviate the necessity for disciplinary action.

These rules are drawn up to protect referees, assistant referees and players who still believe that football be played for pure enjoyment, socializing and in the true masters spirit.

A hosting team will prepare all the necessary facilities required on the day, to the satisfaction of the League Inspection Team.

### **1. Player Registration**

- ✓ All teams must submit an updated team list indicating all Players and at least four officials of that team. All their relevant copies of their Identification must be included as required by the League for administration purposes.
- ✓ Identification cards will be issued at cost and will be produced as proof of Identification.
- ✓ The Players register will be kept by the League Committee for their records.
- ✓ All players who wish to join other teams, who are affiliates of the League, must be properly cleared and registered by their respective teams. Failure to obey the above will result in a player deemed a ***defaulter*** and cannot participate further in the League.
- ✓ Players are not allowed to move twice within the window period , and if a player move twice within a window period then the identified player will be called to DC.

#### *Player's Requirements:*

All players shall be 35 years of age and older.

### **2. Team Lists**

- ✓ Provision of the team lists will be the responsibility of the League Coordinator.
- ✓ A team list must be completed before each match and handed to the match commissioner.
- ✓ The Referee and both team Captains must sign the team list at the end of the match.

### **3. Starting time of Matches**

- ✓ Official starting times for matches will be indicated on the fixtures and shall be adhered to at all times.
- ✓ The team that gets into ground after 10min of the starting time the opponent will awarded one goal provided the opponent team is inside the ground and have submitted the scheme form and paid the referee's fee.
- ✓ If both teams arrive after 10 minute , the referee will play the rest of the minutes for first half/
- ✓ All team officials shall report at the venue at least 30 minutes before the starting time of the match.
- ✓ The game will be forfeited if a team arrives more than 300 minutes late from kick-off time without any apology.
- ✓ In the case of game forfeiture, only points will be awarded to the opponents and 3 goals.

### **4. Duration of Matches**

- ✓ All matches shall play only 30 minutes per half with a 5 minutes break.

### **5. Substitutes**

- ✓ A maximum of seven (7) substitutes are allowed per match.
- ✓ In all matches a substitute can be used at any time and for any reason – *not necessarily due to injury*
- ✓ The goalkeeper may also be substituted
- ✓ Players been substituted cannot come back onto the field of play during the same match.
- ✓ Only players listed on the team list handed to the commissioner prior to the start of the game may be used.

### **6. Appointment of Referees and assistant referees**

- ✓ The league commissioner shall appoint neutral referees and assistant referees to officiate matches.
- ✓ Two match commissioners will also be appointed to overlook the proceedings of the matches and submit a written report.

### **7. Suspension of Players**

- Identification cards of suspended players will be retained by the League until full suspension is served.
- A player will be called to DC and can be suspended for 6 weeks once the DC receive Referees' report that indicate vulgar language, insulting, abuse and aggressive behavior e.g. attacking referee and subjecting his life to danger.

## **AMENDED BY-LAWS**

1. WALK OVER SCENARIO
2. FAILING TO HONOUR A FIXTURE
3. LATE COMING
4. PROTEST
5. REVIEW COMMITTEE

### **WALKOVER SCENARIO**

- If a team arrives 30 minutes after stipulated times it opponents will be awarded with 3 points and 3 goals and that game will not be allowed to play.

### **FAILING TO HONOUR A FIXTURE**

- If a team fails to honor a fixture the following will take place:
  - ✓ 1<sup>st</sup> offence team(s) will forfeits 3 points, 3 goals and R300.00 will be imposed to them as a fine and payable within 30 days.
  - ✓ 2<sup>nd</sup> offence team(s) will forfeit 3 points, 3 goals and R500.00 will be imposed to them as a fine and payable within 30 days.
  - ✓ 3<sup>rd</sup> Offence team(s) forfeits 3 points, 3 goals and will be summoned to disciplinary hearing and/or with a possibility of expulsion.

### **LATE COMING**

- If a team arrives late the following will take place:
  - ✓ If one team is late by more than 10minutes of the scheduled time, it will start the game by 1 goal down and the remaining time of the first half will be played.
  - ✓ If the team is late by more than 30 minutes of the scheduled time, the walk over scenario will apply.
  - ✓ However if both teams are late by not more than 30 minutes, they will play the remaining time of the scheduled.

### **PROTEST**

- Any team that protest will do so before the end of the first half of their game and it must be accompanied by a protest fee of R150 that is refundable if the protest is won and payable within 7 days , however if the protest is lost the fee will be forfeited.
- Any team that is protested against is liable for the R150 protest fee only if the protest is lost and payable within 7 days.
- Appeal fee is R250 and is payable before appeal is considered and it needs to be paid within 7 days after the verdict was communicated to the protester.R250 is refundable if the appeal is won.

**REVIEW COMMITTEE**

- Executive committee has the powers to review any decision(s) taken by referees at any given time.

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