



BHFSL

BUSINESS HOUSE FIVE-A-SIDE FOOTBALL

Competition Rules

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I. REGISTRATION

- a. **Each Company should register its team prior to the commencement of each season's competition. The prescribed application forms MUST be signed by a SENIORMANAGER OF THECOMPANY and must bear the Company stamp or seal.**
- b. **Only bonafide employees who report to the Company's office are eligible for registration with the team of that Company, except as in (g) below.**
- c. **Bonafide employees are those who fall into one of the following categories AND whose supervision and statutory deductions are handled directly by the Company:**
 - **Permanent employees with at least one month continuous service, or**
 - **Contract employees with at least six months continuous service**
- d. **Companies may add to their registration after the Competition starts, but this can only be done in the break between the end of the preliminary round and the start of the second round. A letter registering the player(s) MUST BEAR THE SIGNATURE OF THE SENIOR MANAGER WHO SIGNED THE APPLICATION FORM.**
- e. **All registered players MUST present Company identification to the Match Official before taking the field of play. Only legitimate ID Cards from the Company will be accepted.**
- f. **Registration forms MUST be accompanied by signed & stamped pictures of the players.**
- g. **If a player is registered for a Company, and leaves the employment of its Office, that person can no longer play for the Company.**
- h. **In the case of a merger of two Companies, *rules* 1.a., 1.b. and 1.c. above apply to each individual Company.**
- i. **Players can only be of the masculine gender.**
- j. **The organisers reserve the right to:**
 - i. **Investigate the Composition of any Team, at any point during the season.**
 - ii. **Choose specific Teams up to a maximum, as decided by the Committee.**
- k. **Teams found using ineligible players render themselves liable for forfeiture of the match points AND consideration for further disciplinary action.**

2. TIMEKEEPING

- a. **Matches will be of forty (40) minutes duration; twenty (20) for each half, with five (5) minutes break at half time except as reduced by *rules* 2.j. to 2.l below.**
- b. **Both teams are allowed a "grace period" of ten (10) minutes prior to the start of the match.**
- c. **If at the end of the grace period one team satisfies the minimum requirements for starting the game, which is four (4) properly attired players, one of whom shall be a goalkeeper, then they may either claim the match points or opt to enter the critical period and await the arrival of the missing members of the other team, in order to continue as in *rule* 2.g. below.**
- d. **If, however, at the end of the grace period both teams have less than four (4) players, then the teams will be allowed a further five (5) minutes in which to start the match - hereafter**

termed the "**critical period**".

- e. **If at the end of the critical period neither team satisfies the minimum requirement of four (4) appropriately attired players on the field of play, then the match will not be played and hence no match points will be awarded to either team.**
- f. **If at the end of the critical period only one team satisfies the minimum requirements, then that team will be awarded the match points.**
- g. **If at anytime during the critical period both teams satisfy the minimum requirements, then the match will commence. The time of play, however, will be shortened by the time elapsed during the critical period. No first match will be allowed, for any reason, to encroach on the scheduled starting time of the second match for that same day.**
- h. **All times mentioned above are determined by the officiating referee and his choice of timepiece.**
- i. **The grace period applies only to the first match on any given day and will not apply to the second.**
- j. **If, in case of a second match, both teams do not satisfy the minimum requirements when the referee signals the start of the game at the time specified on the fixtures or thereafter, then the rule applies as in *rule 2. c.* above.**
- k. **If the referee arrives after the grace period and both teams are present then he should seek the consent of both teams to begin the game and play the remaining duration within the constraints of rule 2. g. above.**
- l. **No match can be less than twenty-five (25) minutes in duration.**
- m. **Any member of the referee panel can be substituted on short notice for a scheduled referee who is absent for the match he is to officiate. Should there be no referee who is from the panel the match official will appoint a referee.**
- n. **A team which finds that it is unable to meet its fixtures, must tender a written explanation, at least twenty-four (24) hours prior to the scheduled time of commencement of the match, or forfeit the points to the other team.**
- o. **A team missing two (2) matches without notice/explanation will be expelled from the Competition. Its results will be annulled and the team will be suspended for the subsequent year.**
- p. **A team missing one (1) match in the quarter-final round without being able to satisfy the disciplinary panel of a reasonable explanation for failing to honour its fixtures, will have its results annulled and will be suspended from the Competition for two (2) years.**
- q. **Any Team which fails to complete its fixtures by simply a "no show" for its (final) games, will be expelled from the Competition.**
- r. **For the semi-finals and finals of the **LEAGUE & KNOCKOUT**, the following rules apply:-**
 - i. **Matches will be of fifty (50) minutes duration, twenty-five (25) minutes for each**

half with five (5) minutes break at half time.

- ii. **In the case of a game being drawn at the end of full time in the semi-final round, a total of twenty (20) minutes extra time, ten (10) minutes each half will be played.**
- s. **If at the end of extra time, both teams are still tied, then the match will go into a Penalty Kick Shoot out situation. See *rule 6*.**

3. MATCH PLAY

- a. **Each team shall register its colours at the beginning of the season and cannot change them in the course of the season.**
- b. **Each team should be uniformly attired. Jerseys, shorts and socks of identical colour and design are a requirement. Shin guards are compulsory.**
- c. **No "skins", "wrong side shirts", or vests will be allowed during the Competition.**
- d. **In the event of a clash of colours then the ~~VISITING TEAM~~ MUST CHANGE.**
- e. **The team named first on the fixtures is the "HOME TEAM" and is responsible for home team commitments. These commitments are:-**
 - i. **Provision of match ball, which should be a size five (5) ball properly inflated.**
 - ii. **Provision of refreshments for the Referee and Match Officials.**
- f. **Teams found guilty of offences in relation to rules 3.a. to 3.d. above are liable for forfeiture of the match points.**
- g. **Failure to meet Home Team Commitments will result in a fine of Three Hundred Dollars (\$300.00) being imposed on the delinquent team. (See also *rule 10diii*.)**

4. MATCH RULES

- a. **Teams must fill out match cards with starting line-up and up to a maximum of seven substitutes prior to the start of each match. The following apply:**
 - i. **A Player whose name is NOT on the match card CANNOT participate in the match .**
 - ii. **A Match Official or referee will inspect the Team, and check off against the match card and Company Identification for EACH game.**
- b. **Throw-ins can be underarm or over arm.**
- c. **The feet of the player throwing the ball should touch no part of the side lines, otherwise the referee will rule it an infringement and award the same throw to the opposing team.**
- d. **Unlimited substitution is allowed. There is no limit to the number of times a player can enter and leave the game.**
- e. **Based on the discretion of the referee, a player can be sent off for 'ungentlemanly' conduct. The case duration can be for a maximum period of five (5) minutes. During the player's absence, his team will continue to play short.**
- f. **There is no offside.**
- g. **The goal kick from one goal area into the opponent's goal can only result in a goal if a player stationed outside of the same goal area comes into contact with the ball before it enters the opponent's goal.**
- h. **A team will not be permitted to take the field with less than four (4) players (see also rule 2), nor more than five (5), one of whom shall be a goalkeeper.**
- i. **In the event of rain, bad light, or other unforeseen circumstances causing curtailment of a match, there will be a rematch, the entire match being played over. The decision regarding unforeseen circumstances is subject solely to the Referee's judgement.**
- j. **However, if the match was at the stage of penalty kicks when the curtailment occurred, the teams will continue with only the penalty kicks. Teams must be properly attired as in rule 3.b. above, before being allowed to participate in the kicking of penalties.**

5. FOULS AND MISCONDUCT

Fouls and misconduct are penalised as follows:

- a. **INDIRECT FREE KICK** - awarded when any of the following 8 offences is committed (kick taken from the 6-meter line when infringement takes place in penalty area):
 - i. **dangerous play (e.g. attempting to kick ball held by goalkeeper) obstruction**
 - ii. **charging the goalkeeper in the penalty area (i.e. goalkeeper charge)**
 - iii. **goalkeeper picks up or touches with his hands a back pass**
 - iv. **goalkeeper picks up or touches with his hands a kick-in from a teammate.**
 - v. **goalkeeper touches the ball with any part of his body for more than 4 seconds**

b. DIRECT FREE KICK - awarded when a player intentionally commits any of the following **11** offences (penalty kick awarded when infringement takes place in penalty area):

- i. **kicking or attempting to kick an opponent**
- ii. **tripping an opponent**
- iii. **jumping at an opponent**
- iv. **charging an opponent in a violent or dangerous manner**
- v. **charging an opponent from behind**
- vi. **striking, attempting to strike, or spitting at an opponent**
- vii. **holding an opponent**
- viii. **pushing an opponent**
- ix. **charging an opponent with shoulder (i.e. shoulder charge)**
- x. **sliding at an opponent (i.e. sliding tackle)**
- xi. **handling the ball (except goalkeeper)**

c. PENALTY KICK – awarded when any of the infringements listed at rule 5. a. and 5. b. take place in the penalty area.

- i. **To be taken from the penalty mark on the mid-point of the 6m line**
- ii. **The kicker is to aim at goal, with the intention of scoring.**
- iii. **All players must be out of the penalty area, and the players of the opposing team must also be at least 5m from the penalty spot.**
- iv. **The kicker shall not play the ball a second time until it has been touched by another player.**

6. PENALTY KICK SHOOT-OUT

Enforced when a semi-final or final is drawn at the end of extra time.

- i. **The Referee will decide on the goal to be used.**
- ii. **A coin is tossed to decide the order.**
- iii. **Three (3) kicks are to be taken by players selected from those on the field at the end of extra time.**
- iv. **If the two teams are still tied after 3 kicks, an additional two (2) kicks will be taken by the rest of the players who have not kicked yet.**
- v. **If after five (5) kicks the Teams are still tied, the penalty kicks will be restarted with the five Players on the field, on a sudden death basis.**
- vi. **Players sent off during the match are not eligible to take these kicks.**
- vii. **Any eligible player may change places with his goalkeeper.**
- viii. **While the penalty shoot-out is in progress, players will remain on the opposite half of the pitch.**

7. POSTPONEMENT

- a. **Postponed matches shall be rescheduled by the Committee.**
- b. **The Committee will assign a Referee to the match and the time for kick-off, and advise the Teams accordingly.**

8. RESULTS

- a. **Three points will be awarded for a win, one point for a draw, and zero points for a loss.**
- b. **In the event of teams playing an equal number of matches when contesting the same zone, final positions will be determined in the order of points, goal differences, goal aggregate in descending order or a play-off between the relevant teams, should there still be a tie.**
- c. **Goal differences means "goals for" less "goals against".**
- d. **Goal aggregate means that the team with the most goals scored will have priority.**
- e. **In the event of teams playing unequal numbers of matches with the same number of points, then positions of the relevant teams will be decided on goal average.**
- f. **Goal average is derived from goal difference divided by matches played.**
- g. **A Walkover will be:**
 - i. **regarded as a match played for the losing team; and**
 - ii. **not regarded as a match played for the winning team.**

9. DISCIPLINARY COMMITTEE

- a. **A Disciplinary Committee will be established by the Executive, to consider all reported matters of discipline.**
- b. **The Committee will be empowered to take decisions concerning offences.**
- c. **Decisions made by the Committee are irrevocable.**

10. OTHER SANCTIONS AND PENALTIES

a. CARDS

- i. **A player receiving three (3) yellow cards at any given time in the season is deemed to have automatically received a red card, and subsequently must miss his team's next game.**
- ii. **For each red and yellow received, the player shall be fined \$400 and \$200 respectively, by the Committee.**
- iii. **This fine must be paid before the Team will be permitted to take the field of play. (See rule 10d iii.)**
- iv. **Cautions (yellow cards) will be erased at the quarter final round.**

b. EXPULSION

- i. **Any player or official expelled from the field of play by the Referee shall automatically become ineligible for at least his Company's next game and MUST face a Disciplinary Committee before he plays the next game.**
- ii. **Any player or official expelled from the field of play by the Referee on two occasions in the season shall automatically become ineligible for his company's next three games, and MUST face the Disciplinary Committee.**

c. ATTENDANCE/REPRESENTATION OF TEAMS

- i. **Teams which disregard Special Meetings and Dress Parade by non-attendance and without twenty-four (24) hour-notice to the organizers will forfeit their chances of winning any other trophies except for the main League and Knockout team trophies.**
- ii. **A fine of Two Thousand Dollars (\$2,000.00) may be imposed on the delinquent teams.**

d. MINIMUM SANCTIONS

- i. **Physical Abuse – The Player (s) deemed to have committed an offence in this regard shall be suspended from the Business House Five-A-Side Football League the remainder of the current season, or may be suspended for the current season and subsequent season, and may also be fined a sum not in excess of \$5,000.00, subject to the discretion of the Disciplinary Committee.**
- ii. **Verbal Abuse - The Player (s) and Official (s) will be suspended from participating in his Company's next game (s) following the hearing and/or fined a sum not exceeding \$3,000.00, subject to the discretion of the Disciplinary Committee.**
- iii. **Failure to pay the fines will result in the offending team not being allowed to enter the field of play and will be deemed absent for their next scheduled match. The rules regarding match attendance and forfeiture of points shall then be invoked.**

e. HARSHER PENALTIES

- i. **The Disciplinary Committee will be permitted to dispense harsher penalties to offenders where, in their discretion such action is warranted.**

f. PAYMENT

- i. **Fines must be paid to a Business House Five-A-Side Committee Member.**
- ii. **Receipts will be issued for sums collected**

11. AFFILIATES' CONCERNS

- i. A team which has a legitimate concern or complaint in respect of its match or the proceedings of the Competition, may direct this in writing to the organisers.
- ii. Complaints or concerns must be lodged within 48 hours of the pertinent incident.

12. ENTRY FEES

- i. Entry fees are non-refundable.

13. INTERPRETATION OF THE RULES

- i. Where there are differences in the interpretation of the rules for any reason, the ruling of the Organisers shall be final.

14. ISSUES NOT ADDRESSED

- i. Any issue not addressed in sections herein is subject to the ruling of the Organisers