

RULES OF PLAY (end2endfootball.com)

Respectful language and behaviour towards referees must be used at all times.

1. PLAYERS EQUIPMENT

1.1. Football boots can be worn but metal studs are not allowed. It is generally recommended that a player wears Astro turf boots or football boots with smaller studs. Make sure your footwear has adequate grip. end2endfootball advise all players to wear shin guards, which must be entirely covered by their socks. No jewelry to be worn. If jewelry cannot be removed then it must be covered. Referees will check prior to game. Glasses must not be worn.

2. DURATION OF PLAY

2.1. All matches consist of two 25 minute halves.

2.2. The half-time interval shall be a maximum of 5 minutes.

3. START OF PLAY AND BREAKS IN PLAY

3.1. The Kick-off shall be decided by the Referee with team captains.

3.2. Kick-off from the centre spot at the start of each half and from each goal scored. The player taking the Kick-off may play the ball in any direction with one touch only and must not play the ball again until another player has touched it.

3.3. A goal can be scored directly from Kick-off.

3.4. After any other stoppage in the game except for a goal, corner kick, free kick, throw in or kick off the referee shall restart the game with a drop ball at the nearest point to where the ball was when the game was stopped.

4. THROW INS AND CORNER KICKS

4.1. When the whole ball crosses the side touch lines after last touching a player, a throw in will be given to the opposing team.

4.2. To return the ball into play from a throw in, the player must deliver the ball underarm and under knee height.

4.3. A Goal cannot be scored directly from a throw in. A Corner-Kick will be awarded when the ball crosses the thrower's own goal line without contact, or keeper's ball will be awarded when the ball crosses the throwers opposing goal line without contact. A goalkeeper can handle a throw to themselves within the goal area.

4.4. A Corner-Kick is given when the whole ball crosses the goal line (except between the posts and under the cross-bar) after the last contact is by a defender. If a throw in crosses the throwers own goal line (between the posts) without touching the goalkeeper a corner is awarded. If on the way in the ball touches the goalkeeper a goal is awarded.

4.5. A Corner-Kick is taken at the point where the Touch-Line and Goal-Line meet at what ever side the Referee orders. All opposing players must be a minimum of 5 yards from the ball when the Corner-Kick is being taken.

5. GOAL AREAS, FREE KICKS AND PENALTIES

5.1. Only the defending Goalkeeper is allowed inside his own Goal-Area. If an attacking player encroaches inside the opposing Goal-Area and interferes with play then the ball is returned to the goalkeeper and is returned to play by the goalkeeper. Where a defender encroaches into own Goal-Area and interferes with play to the disadvantage of the attacking team then a Penalty-Kick is awarded to the attacking side.

5.2. (Denying a goal scoring opportunity) When a goalkeeper comes out of his area to face an oncoming attacker and the referee deems that in his first action he has committed a foul including handling the ball outside of his area, which has denied a direct goal scoring opportunity, a penalty to the attacking team is awarded.

5.3. (Denying a goal scoring opportunity) When a referee has deemed that a defending player has fouled an attacking player in the defending players last one quarter of the pitch (last one quarter is from the defenders goal line to one quarter of the pitch in length) and the referee has also deemed that all other defending players are in front of the ball and place of the foul in a non defending position. And the referee deems this action has denied a direct goal scoring opportunity, a penalty to the attacking team is awarded. The final one quarter boundary is marked on the pitch side line on both sides. The referees decision on what constitutes one quarter of the pitch is final.

5.4. All Free-Kicks can be direct or indirect. Any infringement of the rules inside the Goal-Areas / Goalkeeping (except Penalties) mean the free-kick shall be taken 5 yards outside the Goal-Area at the nearest point to where infringement took place in line with the centre of the goal. All players of the defending side must be a minimum of 5 yards from the ball at Free- Kicks.

5.5. A Free-Kick awarded to the attacking team, that occurs between the Goal-Area line and less than 5 yards out from the Goal-Area line, will be moved to 5 yards out from the Goal-Area line, in line with where the foul occurred and the centre of the goal. This is to allow the defending team to be the required minimum 5 yards from the ball.

5.6. A Penalty-Kick shall be taken 2 yards back (measured by the referee) from the Goal-Area Line directly in line with the centre of the Goal. The Goalkeeper must be on the Goal-Line until the ball has moved. The penalty taker may have one strike of the ball, a

maximum 5 yard run up is allowed. The penalty taker may strike a rebound subject to rule 5.1. All other players must be 2 yards back from the goal area line as the penalty is struck, after the penalty has been struck normal rules resume.

6. SCORING

6.1. A goal is scored when the whole ball crosses the Goal line between the goal posts and under the Crossbar providing that it has not come directly from a Throw in.

7. GOALKEEPER

7.1. Goalkeepers can handle the ball inside their own goal area, except for a back pass from a kick. NB* 7.4.

7.2. Goalkeepers are allowed out of their Goal-Area and will be treated as an outfield player.

7.3. Goalkeepers cannot take the ball from the outfield into their own Goal-Area.

7.4. When Goalkeepers receive the ball inside their own Goal-Area directly from their team mates foot they must not handle the ball.

7.5. When the Goalkeeper plays the ball from within his own Goal-Area to his team mate, the ball cannot be directly returned to the Goalkeeper and be received by the goalkeeper inside his own Goal-Area without another player touching the ball first. However if the goalkeeper plays the ball from within his own Goal-Area to his team mate and that team mate passes to him and he receives the ball outside of his area this is legal. NB* 7.2. and 7.3.

7.6 When the Goalkeeper returns the ball to play (except from a back pass from his own team mates, which must be done by kicking only) from open play the goalkeeper can return the ball by kicking and throwing, kicking can be from the ground or the ball can be dropped by the keeper and kicked after it has hit the ground at least once. Dropping the ball and kicking it away before it has hit the ground is not permitted. When returning the ball by throwing this can be done in an over arm, under arm or sideways motion.

7.7. Penalty for infringement of 7.3,7.4,7.5 and 7.6 is a free kick 5 yards out from the goal area in line with where the offence took place and the centre of the goal.

7.8. When the ball crosses the goal line and a goal kick is awarded the goalkeeper must return the ball to play by foot. The goalkeeper can choose to return the ball to the field of play quickly and return the ball to play from outside his goal area, when doing this the ball must be played from the ground and can be moving but can only be struck once. Alternatively the ball can be taken inside the area and returned by foot from within the area, where the ball can be in motion or it can be dribbled out of the area and released by foot. NB Once the Goalkeeper has opted to release his goal kick outside of his goal area

please note 7.3.

7.9. If a Goalkeeper opts to take his goal kick from within his area or on the goal area line, players of the opposing side must retreat a minimum of 5 yards up the pitch towards their own goal area, measured across the width of the goal area. There are no restrictions to either side of the goal area

7.10. The Goalkeeper must return a goal kick within 6 seconds from the ball being placed on the ground assuming opposing players have retreated 5 yards up the pitch. If this time is exceeded a warning will be issued by the referee and in a further instance a free kick is awarded (5 yards outside of the goal area line).

7.11. The Goalkeeper may be changed only once in each half, during a break in play and must receive the permission of the Referee. An exception will be considered by the Referee when the Goalkeeper may be injured.

8. DEFLECTED BALLS FROM A NEIGHBOURING PITCH

8.1. If a ball from an adjacent pitch runs onto the pitch and deflects into the ball/ interrupts play, play continues until the referee blows his whistle. In the majority of cases play will be able to continue unhindered. The referee will only stop the game if he deems a significant unfair advantage has been gained by a team, he will also stop the game if it is unsafe to continue until the rogue ball has been returned. If play is stopped by the referee as a team lost the ball because of a deflection, a drop ball is awarded to that team only and opposing players must retreat 5 yards and normal play resumes after the ball has touched the ground. If both teams are equally affected by a stop in play, a drop ball involving a player from each team takes place. The referees decision is final.

9. SUBSTITUTES

9.1. Substitutes are unlimited during a game, and can occur during active play with the Referees permission.

9.2. The conditions for making substitutions are:

****The Referee must be informed before a substitution can be made.

****The player leaving the field of play must do so from their own Goal-Line.

****The player entering the field of play must do so from their own Goal-Line but not until the player they are replacing has left the field.

****Any player may change with the Goalkeeper.

10. DISCIPLINARY PROCEDURES

10.1. END2ENDFOOTBALL operates its competitions under strict guidelines with regards to discipline and misconduct.

10.2. If in the opinion of end2endfootball the conduct of any team or player brings the

competition into disrepute, end2endfootball reserve the right to ban the team or player if necessary.

10.3. During a game the Referee may issue a yellow card for unsporting behaviour or a foul. The player will then leave the field of play and remain behind their own Goal-Line for a maximum of 5 minutes of play, the referee can use his discretion to make the period shorter. The Referee shall inform the player when the suspension is over who will then only be allowed back on to the field of play with the referees permission.

10.4. During a game the Referee may issue a red card for violent conduct, serious foul play, the use of foul and abusive language and a player receiving a second yellow card. The player must remove themselves from the field of play and if necessary the whole pitch area immediately. The game shall not continue until the player has left, refusal to do so may have serious consequences on that player and or their team. After each red card the organiser will liaise with the referee and in some cases a match ban may not be necessary. But in the majority of cases a minimum one match ban will be served by the player depending on Referees Report and the severity of infringement, the ban begins from the next match played.

11. SIZE OF TEAM AND SQUAD

11.1. A team is 6 players. The number of players in a squad is unlimited. end2endfootball recommends that a squad maximum of 10 players attends on a match night.

11.2. If a team is reduced permanently (sin bins do not count, see below) by more than one players at the beginning of or during a match, due to red cards, injury or any other reason. The match will be abandoned and awarded to the opposition as a 5-0 win. If the team awarded the automatic win have a greater goal difference than +5 at the time of abandonment the last score will stand.

However if a team is reduced to four players and both teams agree to continue, the match may continue. If a team is reduced to three or less players the match is abandoned and as above is awarded to the opposition. However if a team is reduced to three players and that team can be increased back to four players by a sin binned player returning to play early, this can be allowed, subject to agreement from the other team and the referee. Teams may recruit players at short notice and from other teams. On occasions when a team are two or more players short at the beginning of a match, the organiser will liaise with the two teams in question, in order to do everything possible to make arrangements to fulfill the fixture.

11.3. If a team use three or more stand in players, in a league fixture, from another or other teams that participate in the league and three or more players all play at the same time at any point during the game, then if the team utilising the stand ins go on to win they will score 2 points and the losing team will score 1 point.

11.4. If a team use three or more stand in players, in a cup fixture, from another or other teams that participate in the league and three or more players all play at the same time at any point during the game, the team utilising the stand ins are given a 2 goal handicap at that point.

11.5. For rules 11.3 and 11.4 to be implemented it is a team's responsibility to bring to the attention of the referee and or organiser that they suspect that three stand in players from another or other teams, that participate in the league, are playing at the same point in time during a match against them and this must be reported prior to the match ending. The referees and organiser will make every effort to police this policy but it will not always be possible to positively identify every case. A team's using of three or more stand in players at the same point in time during a match from another or other teams, that participate in the league, would need to be verified by the referee and organiser for rule 11.3 and 11.4 to be implemented.

11.6. General stand in players who are not attached to another team within the league, can play for teams in an unrestricted fashion.

12. FORMAT PROMOTION AND RELEGATION NEW TEAMS JOINING

12.1. The competition shall be played on a league basis and on occasion and with prior notice to teams, on a cup basis. The league shall consist of one or more divisions containing several teams. Matches shall be played at a nominated time on a nominated day.

12.2. Teams play each other once over a period of 7 or 9 weeks. A longer season format where teams play each other twice is sometimes played, prior notice / consultation will be given to teams. This process begins again on the following week. There may be an occasional break such as the Christmas/ New year period or bad weather postponements, prior notice will be given to teams.

12.3. Three points shall be awarded for a win, one for a draw and zero for a loss. At the end of the season the two highest ranked teams from each division (except the top division) shall be promoted. At the end of the season the two lowest ranked teams from each division (except the bottom division) shall be relegated.

12.4. In certain league formats a play off match will be played at the end of the competition and prior to the beginning of the next competition. This is where a lower placed team in a division (just above the relegation spots) play off against a higher placed team in the lower division (just below the promotion spots). A one off match to decide who plays in the higher division for the following competition. The date and times of the matches will be decided in agreement with the teams concerned and the organiser. These matches are not compulsory but a team place in a certain division is at risk if they cannot attend. An effort to take part in these games would be most appreciated as it keeps a relevant interest in the places in the table where a team finishes and gives teams an extra

option for gaining promotion/ retaining a place in a division. In the event of a draw, penalties will take place as per rule 15.

12.5. In certain league formats play offs will not be played. Prior notice will be given to teams.

12.6. On certain occasions at the end of a season, the teams filling the Play Off places may be changed by the organiser subject to team availability to play and the amount of teams present in the league. Any team gaining a Play Off place who are available to participate in a Play Off would not lose their place or chance to go up. A vacant play off space would be offered to the next team below the play off places in the top half of a division. A team finishing safely outside the Play Off places in the bottom half of a division are not required to take part in a play off, in order to fill a space.

12.7. On rare occasions at the end of a season, the league may need to be restructured in terms of team numbers in divisions, this may possibly lead to teams who finished outside of the relegation spaces in the previous league season moving to a lower division. If this is to be the case this should not be viewed as a relegation. In some cases play off places, that were in place at the start of and during the competition, may not be able to be in place and played for at the end of the season, in the event of a necessary restructuring of team numbers per division.

12.8. In the event of two or more teams being equal on points, the team with the best goal difference shall take precedence, then goals scored, then the results between the teams in question and finally a coin toss or drawing of lots.

12.9. When a new team replaces an outgoing team and it is during a season, the new team inherits the outgoing teams position in the table, its previous results for that competition and its remaining fixtures. In a 7 week league season a new team must play 4 or more fixtures to win a title and/or gain promotion. In a 9 week season a new team must play 5 or more fixtures to win a title and/or gain promotion. These numbers are doubled for a play each team twice season. Relegation is unaffected. Similarly a new team entering during a cup competition inherits the outgoing teams position at group or knockout stages. When a new team replaces an outgoing team during a cup season and they have missed the first knockout round the new team will be placed in the reverse draw (teams that have been knocked out) the best placed losing team from the reverse draw will switch to take the vacant team space in the main cup, should this be necessary.

13. ABANDONED LEAGUE AND CUP GAMES

Abandoned games league and cup due to team / player fault.

13.1. In all cases where end2endfootball, after consultation with the referee, is satisfied that a game, league or cup, has been abandoned through the fault of one of the teams the match shall be awarded to their opponents as a 5-0 win. If the team awarded the

automatic win have a greater goal difference than +5 at the time of abandonment the last score will stand.

13.2. In all cases where end2endfootball, after consultation with the referee, is satisfied that a league game has been abandoned through the fault of both teams, a 0-5 forfeit will be awarded to both teams.

13.3. In all cases where end2endfootball, after consultation with the referee, is satisfied that a cup game has been abandoned through the fault of both teams, a penalty shootout (best of 5 then sudden death) will take place prior to the next round to decide the winning team. This is subject to the organiser, with team cooperation, being able to place the next round fixtures to facilitate the shootout and kick off times. If this is not possible a coin toss will decide the outcome, carried out in front of representatives of both teams and or an independent witness.

Abandoned league games due to extreme causes.

13.4. If in the event of a league game being abandoned through any other extreme cause (example floodlight failure or extreme bad weather or a need to vacate the pitch for safety reasons). A replay of the fixture from the point of abandonment and score line at that point or the replaying of the whole fixture from 0-0 will be considered. This can only go ahead subject to agreement from the organiser and willingness of participation from both teams under the organisers terms (see 13.12). In the event of this not being possible the following rules apply.

13.5. If in the event of a league game being abandoned through any other extreme cause (example floodlight failure or extreme bad weather or a need to vacate the pitch for safety reasons) and the score at the point of abandonment is drawing, this score line will stand as the final result.

13.6. If in the event of a league game being abandoned through any other extreme cause (example floodlight failure or extreme bad weather or a need to vacate the pitch for safety reasons) and the match is not a draw and has not yet reached half time, one point shall be awarded to each team as a 0-0 result, unless one team is 6 or more goals ahead in which case the score at point of abandonment stands as the final result.

13.7. If in the event of a league game being abandoned through any other extreme cause (example floodlight failure or extreme bad weather or a need to vacate the pitch for safety reasons) and the match is not a draw and has reached half time but has not yet reached 12 minutes played of the second half, one point shall be awarded to each team as a 0-0 result, unless one team is 5 or more goals ahead in which case the score at point of abandonment stands as the final result.

If the referee has played more than 12 minutes of the second half the following rules apply:

1) Match abandoned after 12 minutes of the second half played and up until 7 minutes left to play and one team is 4 or more goals ahead, the score at point of abandonment stands as the final result.

2) Match abandoned after 12 minutes of the second half played and up until 7 minutes left to play and one team is 1-3 goals ahead, the final score will be 0-0.

3) Match abandoned after 18 minutes of second half played and one team is 3 or more goals ahead, the score at point of abandonment stands as the final result.

4) Match abandoned after 18 minutes of second half played and one team is 1-2 goals ahead, the final score will be 0-0.

Abandoned cup games due to extreme cause.

13.8. If in the event of a cup game being abandoned through any other extreme cause (example floodlight failure or extreme bad weather or a need to vacate the pitch for safety reasons). A replay of the fixture from the point of abandonment and score line at that point or the replaying of the whole fixture from 0-0 will be considered. This can only go ahead subject to agreement from the organiser and willingness of participation from both teams under the organiser's terms (see 13.12). In the event of this not being possible the following rules apply.

13.9. If in the event of a cup game being abandoned through any other extreme cause (example floodlight failure or extreme bad weather or a need to vacate the pitch for safety reasons) and the score at the point of abandonment is drawing, this score line will stand as the final result. A penalty shootout (best of 5 then sudden death) will take place prior to the next round to decide the winning team. This is subject to the organiser, with team cooperation, being able to place the next round fixtures to facilitate the shootout and kick off times to suit the two concerned teams. If this is not possible a coin toss will decide the outcome, carried out in front of representatives of both teams and or an independent witness.

13.10. If in the event of a cup game being abandoned through any other extreme cause (example floodlight failure or extreme bad weather or a need to vacate the pitch for safety reasons) and the match is not a draw and has not yet reached half time, a 0-0 result shall be awarded, unless one team is 6 or more goals ahead in which case the score at point of abandonment stands as the final result. If a 0-0 result is awarded, a penalty shootout (best of 5 then sudden death) will take place prior to the next round to decide the winning team. This is subject to the organiser, with team cooperation, being able to place the next round fixtures to facilitate the shootout and kick off times to suit the two concerned teams. If this is not possible a coin toss will decide the outcome, carried out in front of representatives of both teams and or an independent witness.

13.11. If in the event of a cup game being abandoned through any other extreme cause (example floodlight failure or extreme bad weather or a need to vacate the pitch for safety

reasons) and the match is not a draw and has reached half time but has not yet reached 12 minutes played of the second half, a 0-0 result shall be awarded, unless one team is 5 or more goals ahead in which case the score at point of abandonment stands as the final result. If a 0-0 result is awarded, a penalty shootout (best of 5 then sudden death) will take place prior to the next round to decide the winning team. This is subject to the organiser, with team cooperation, being able to place the next round fixtures to facilitate the shootout and kick off times, should it happen on the day of the next round. If this is not possible a coin toss will decide the outcome, carried out in front of representatives of both teams and or an independent witness.

If the referee has played more than 12 minutes the following rules apply:

- 1) Match abandoned after 12 minutes of the second half played and up until 7 minutes left to play and one team is 4 or more goals ahead, the score at point of abandonment stands as the final result.
- 2) Match abandoned after 12 minutes of the second half played and up until 7 minutes left to play and one team is 1-3 goals ahead, the final score will be 0-0. Penalty rules as above apply (13.9.).
- 3) Match abandoned after 18 minutes of second half played and one team is 3 or more goals ahead, the score at point of abandonment stands as the final result.
- 4) Match abandoned after 18 minutes of second half played and one team is 1-2 goals ahead, the final score will be 0-0. Penalty rule as above apply (13.9.).

Clarification on an agreed replay

13.12. Subject to agreement of the organiser both teams and suitable pitch time availability, a replay can happen from a 0-0 score if a full length game can be played. Or from the noted score at abandonment if only the remaining time is to be played. This is subject to pitch time being available prior to the next round and an agreement with the organiser and the two teams, regarding match fees and times. 'An agreed finish' constitutes all three parties being in agreement, in this order - Organiser, Team, Team, that a replay can go ahead.

NB end2endfootball kindly requests that all teams do their sporting best to fulfill a replay should the other team be available, thank you.

14. ABSENT TEAMS AND UNFULFILLED FIXTURES

14.1. If a team is absent from a fixture the opposition will be awarded the match as a 5-0 win. To receive this automatic win the opposition must be present and ready to play. In certain circumstances it won't be necessary for a team to be present to claim the points from a missing team, the organiser will advise at that time. If end2endfootball is satisfied that an absent team has sought to gain an advantage the automatic 5-0 win may be

reviewed and increased.

14.2. In exceptional circumstances if an attending team is likely to be significantly disadvantaged by their opposition not attending (EG form says they would have been likely to win heavily) an awarded win can be increased at the discretion of the organiser. Any increase of award will be announced prior to the start of all matches on that day whenever possible, particularly on a season's final match day where goal difference may be important.

14.3. If a team awarded a 5-0 win prior to their fixture are playing a stand in team, they may opt to play the friendly fixture for points instead of taking a 5-0 awarded win. The decision to do so must be taken prior to the start of the match and is not reversible. The final match result then stands for the present team and the absent team.

14.4. If a team is absent without any prior notice their place in the league may be in jeopardy and any fine system applicable at that time may be used. Circumstances will be considered.

15. HOW DRAWING CUP GAMES ARE DECIDED

15.1. If scores in a knock out stage cup game are level after 20 minutes of the second half has been played, the game will be ended by the referee, the two teams will then take part in a penalty shoot out, best of five then sudden death. The early stoppage of the game is to allow time for a penalty shoot out to take place, it may be that pitch time allows the match to run its full duration, this will always be the option aimed for and is at the referees discretion.

15.2. If a team is ahead in a knock out cup game after 20 minutes of the second half has been played, the game will continue for a further 5 minutes. If scores are level at the end of the match, a best of five penalty shootout then sudden death takes place. If pitch time does not allow for this a best of three shoot out then sudden death takes place. If pitch time does not allow for this a sudden death penalty shoot out takes place.

15.3. Knocked out teams enter a reverse cup draw and play a fixture in the following week.