

## DISCOVERY SOCCER PARK VENUE RULES 2020

*THERE IS A "ZERO TOLERANCE" TO ANY FORM OF UNDESIRABLE BEHAVIOUR AND ANY RACIST, INTIMIDATING, THREATENING OR OTHER LIKE CONDUCT TOWARDS ANY STAFF MEMBER, OFFICIAL, PLAYER OR SPECTATOR, WHICH COULD RESULT IN A PLAYER, TEAM OR SPECTATOR BEING PERMANENTLY BANNED FROM THE VENUES.*

### PAYMENT RULES:

- Strictly pay before you play.
- Tokens will be issued to the teams once payments have been received in full, which must be handed to the referee in order for the game to be allowed to start.
- Discounts for upfront season payment (PAID BEFORE 2<sup>ND</sup> LEAGUE MATCH):
  1. 1 x season paid upfront 5%
  2. 2 x season paid upfront 10%
  3. 3 x season paid upfront 15%
  4. 4 x season paid upfront 20%

### IMPORTANT VENUE RULES:

- We recommend the use of approved artificial grass soccer boots.
- No metal and/or metal capped studs and/or takkies to be used on the pitches.
- No playing barefoot or in socks.
- No eating, chewing of gum, drinking or smoking is allowed on the pitches.
- No jewellery, including rubber bands, bracelets, rings, etc to be worn while playing.
- No Food or Drinks purchased outside of DSP is allowed to be brought into the venue.

### USE OF WRIST WATCHES/FITNESS DEVICES

- To ensure player safety, any player who wishes to wear a wristwatch/fitness device must ensure that it is covered, to the satisfaction of the Referee, with a thick sweatband. Any player that refuses to remove or cover their wristwatch/fitness device will not be allowed to play.
- Any team whose player is found during the game with a wristwatch/fitness tracker will be asked to either remove it or cover it with a thick sweatband (as above). Should they refuse this will result in the fixture being stopped and the player in question being shown a Red Card for failure to comply with our safety policy. Should the team dispute this the fixture will be called off resulting in a 3-0 loss and a penalty fee of R1000

### DISCIPLINARY / COMPLAINTS PROCEDURES:

- Written reports from all parties involved are to be completed and handed in at the front desk at the venue on the night of any incident/infringement having taken place. This will lead to an internal investigation by DSP officials, which may result in disciplinary hearings with all the parties involved.

**ANY DSP STAFF MEMBER HAS THE RIGHT TO CALL OFF ANY FIXTURE SHOULD THEY DEEM SUCH CANCELLATION NECESSARY TO PREVENT ANY FORM OF UNDESIRABLE BEHAVIOUR AND/OR VIOLENT CONDUCT WHATSOEVER.**

**IN ORDER TO ENSURE THE SAFETY OF EVERYONE AT THE VENUE, DSP STAFF MAY ASK TEAMS OR INDIVIDUALS INVOLVED IN ANY UNDESIRABLE BEHAVIOR TO LEAVE THE VENUE, AND MAY ASK THE VENUE SECURITY COMPANY TO ASSIST IF REQUIRED.**

## **DISCOVERY SOCCER PARK MATCH RULES 2020**

DSP Rules are based on the FIFA Laws of the Game, as amended from time to time, and are adapted as follows:

### **MATCH TIMES:**

By joining the league, all teams agree to matches kicking off between 18:00 – 22:00.

Should the DSP Call Centre not be able to move your game time this may constitute a forfeit, if the fixture has previously been postponed during the season.

### **FIXTURE POSTPONEMENT, FORFEIT AND NO SHOW:**

- **POSTPONEMENTS:**
  - Each team is allowed only 1 postponement per season, which must be requested by 12:00 on the day of the fixture by calling the DSP Call Centre (011 447 1198) or via the WhatsApp line (010 140 9353).
  - Any game that is postponed after 12:00 on the day of the fixture will be considered a forfeit.
  - The fixture will be rescheduled to any match day during the season.
  - Please note that clicking the UNAVAILABLE link on the Email Reminders WILL NOT POSTPONE YOUR GAME. This must strictly be done by telephone or email.
- **FORFEITS:**
  - A team that cannot attend a fixture after already postponing a game during the current season, will forfeit the fixture, attracting a R1000 penalty fee, payable before the teams next fixture.
  - Any game that is postponed after 12:00 on the day of the fixture will be considered a forfeit attracting a R1000 penalty fee, payable before the teams next fixture.
- **NO SHOWS:**
  - Any team that fails to arrive and/or notify the DSP Call Centre that they are unavailable for a fixture, will forfeit the fixture 3-0 and will attract a R1000.00 No Show fine, payable before the next fixture.
  - A No Show may result in your team being removed from the league with immediate effect.
- **LATE ARRIVALS:**
  - DSP has a strict policy with regards to games starting on time.
  - All DSP league teams receive weekly email fixture notifications; therefore, we request that all teams arrive at least 15 (fifteen) minutes prior to kick off of their fixtures to ensure that the game starts on time.
  - Game will be started once 3 (three) or more players from each team have arrived for the fixture.
  - Should a team arrive late, as per the league rules, the Referee will allocate a 5 (five) minute grace period for teams who are still paying their match fees.
    - i. Once this grace period has ended, the Referee shall start the clock and will begin allocating 1 (one) goal every 2 (two) minutes.
    - ii. Once the score line reaches 3-0 (i.e. 14 (fourteen) minutes on the clock) the game will unfortunately result in a forfeit (which will attract the forfeit fee of R1000), Example:
      1. Scheduled Start at 18:00 and team has not arrived/running late;
      2. Referee waits until 18:05
      3. At 18h05 the Referee will start the clock and, after every 2 (two) minutes allocates 1 (one) goal to the opposition
      4. At 18h11, i.e. 14 (fourteen) minutes on the clock, the Referee will award a 3-0 walkover to the opposition

## REFEREE

- The Referee’s decision is final and his/her decisions are to be adhered to;
- If the ball touches the Referee, play will stop and will resume with an uncontested drop ball for the team who last touched the ball.
- Players are to play to the Referee’s whistle.
- Any verbal/physical abuse towards a Referee will not be tolerated and may lead to severe suspensions and even permanent bans from all DSP venues.
- Should a team wish to report a referee’s decisions they may do so after the game by submitting a written report, which is available at the front desk.

## PLAYERS

- 5 on field players plus 3 rolling substitutes - **MAXIMUM OF 8 PLAYERS PER TEAM PER GAME**
- No player may play for more than 1 team in the same division on the same night.
- By entering the venue, all players are assumed to have read and accepted the DSP Indemnity and Rules

## SUBSTITUTIONS

- Rolling Substitutions are allowed, i.e. players can come on and off the field throughout the game.
- When making a substitution the player leaving the field of play must be off the field before the replacing player can enter the field of play.
- Should the replacing player enter the field before the player leaving the field of play, and the ball hits the leaving or entering player whilst they both on the field of play a PENALTY will be awarded.
- If the ball touches either player or the goal gate, resulting in a goal being denied, a PENALTY will be awarded to the opposing team.
- Any goal scored by the team with 6 players will result in the goal being denied.
- Player stats can only be recorded for registered players who accept the availability email request before 12:00 on the day of the fixture.

## THE GAME

- Each game will consist of 2 (two) halves of 20 (twenty) minutes each.
- Half time period is 2 (two) minutes.
- It is the responsibility of the team captains to confirm the score recorded by the Referee at the end of the fixture to ensure that the score and goal scorers are correct, before leaving the venue on the night of the fixture.
- Points:
  - WIN – 3 POINTS
  - DRAW – 1 POINT
  - LOSS – 0 POINTS

## TACKLING

- NO SLIDE TACKLING/SLIDING/PLAYING ON THE FLOOR (excl Goalkeepers – sliding with feet not allowed)
  - SLIDE VS SLIDE TACKLING

SLIDE	SLIDE TACKLE (YELLOW CARD)
<ul style="list-style-type: none"> <li>● Going to ground to play the ball i.e. slide to block a shot or slide to intercept.</li> <li>● No opposing player is involved in challenge</li> </ul>	<ul style="list-style-type: none"> <li>● Off one’s feet whilst making a tackle.</li> <li>● Make contact either the ball or player.</li> </ul>
- NO TACKLES FROM BEHIND
  - Any part of your body that is behind the player in possession whilst making a tackle can be deemed as a tackle from behind by a Referee.
  - Tackles from the side may also be considered as a tackle from behind.
- NO 2 ON 1’S
  - 2 (two) defending players cannot actively be involved in tackling the same opponent simultaneously.

### FREE KICKS

- The Referee will determine the nature (indirect/direct) and placement of the free kick to be taken.
- A maximum of 1 (one) defending player may form a defensive wall.
- Defending players must be at least 2 (two) meters from where the free kick is being taken.
  - Failure to move 2 (two) meters back will result in a Yellow Card being issued to the offending player.
  - Quick free kicks, at the discretion of the Referee, will result in this rule will not being enforced, if the attacking teammate kicks the ball into the defending player.

### PENALTIES

- To be taken from the edge of the D.
- No run up is allowed. The penalty taker's non kicking foot is not allowed to leave the line of the D.
- All players are to be:
  - At least 2 (two) meters away from the ball.
  - Behind the penalty taker
- Goalkeeper must have at least 1 (one) foot on the goal line until the ball has been touched by the penalty taker.
- The penalty taker may not touch the ball again until it has touched another player – failure to comply results in an Indirect Free Kick to the opposition team.
- Can be awarded for:
  - Goalkeeper drop kicking the ball.
  - Goalkeeper picking up an intentional back pass.
  - Foul/infringement inside the D.
  - Substitution infringements.

### CORNER RULE

- Once the player in possession enters the corner circle the defending player must move beyond the dotted white lines (1 meter away from the circle). Failure to do so will result in a direct free kick.
- The player in possession has 5 seconds to release the ball and cannot re-enter the corner circle once the ball has been taken out.

### BICYCLE OR SCISSOR KICKS ARE NOT ALLOWED

### GOALKEEPERS

- MAY NOT (all result in Penalty):
  - Drop kick the ball
  - Pick up an intentional back pass even if passed off the side boards (unless from the knee up)
  - Put the ball down and then pick it up again
  - Hold the ball in one's hands for more than 5 seconds.
  - Lead with one's feet when making a save.
- MAY:
  - Place the ball on the ground before kicking it
  - Throw the ball over the halfway line
  - Score with a throw from his own box
- NB: please note that the 10-finger rule does not apply to DSP, meaning that even if the keeper has only one hand on the ball and is deemed to be in control of it, no player may kick it out. A goal scored in this manner will be disallowed.

## WEATHER

DSP follows a strict Lightening Safety Policy, which is in place to ensure the safety of all those at the venue and must be strictly adhered to.

Should the Lightening Alarm at the venue be sounded, at the discretion of the Venue Manager, all those at the venue must seek immediate shelter in the clubhouse.

If a fixture has been abandoned by the Referee/Venue Manager due to inclement weather:

- the result of the fixture will remain should the game time have **passed 28 (twenty-eight) minutes of play (12 [twelve] minutes in the second half)**;
- if not, the game will have to be replayed.

## DISCOVERY SOCCER PARK DISCIPLINARY RULES 2020

### BLUE / YELLOW / RED CARDS

OFFENCE	GAME SUSPENSION	FURTHER SUSPENSION
<b>BLUE CARD</b>		
1. Playing the ball on the floor	Player: 2 (Two) Minutes  Team: Forced Rolling Substitution	May Incur Further Sanctions
2. Tackling from Behind		
3. 2 on 1's		
4. Failure to move 2 meters from Free Kick		
<b>YELLOW CARD</b>		
1. Slide Tackles	Player: 5 (Five) Minutes  Team: 1 (One) Less Player for the Duration of Players Suspension	May Incur Further Sanctions
2. Deliberate Handballs		
3. Repeated Blue Card Offences		
4. Unsportsmanlike Behaviour		
<b>RED CARD</b>		
1. Refusal to adhere to Safety Policies	Player: Permanent Must Leave Courtside  Team: 1 (One) Less Player for the Remainder of The Match	1 (One) Week Suspension
2. 2 <sup>nd</sup> Yellow Card		
3. Denying of an Obvious Goalscoring Opportunity		
4. Verbal abuse towards a player or Referee		2 (Two) Week Suspension
5. Dissent towards a Referee		
6. i.e. Protesting a Decision or Yellow Card		
7. Dangerous Play		
8. Violent Conduct		
9. Unsportsmanlike Conduct		3 (Three) Week Suspension
<ul style="list-style-type: none"> <li>• Players issued with a RED CARD will not be allowed to participate in any league fixture for the duration of the suspension.</li> <li>• Teams who field a suspended player will automatically forfeit the fixture, resulting in a 3-0 loss &amp; a forfeit fee of R1000.00.</li> </ul>		