



Updated 18/01/2024

Rules for the Governance and Law of ALLIN7ASIDE League Football

Introduction

The following is a comprehensive list of rules and regulations relating to the playing of 7aside football at ALLIN7ASIDE facilities. 7aside football does not include mini-soccer. In particular these rules relate to:

1. The Terms and Conditions for playing
2. The Laws of the game.
3. The Discipline Procedures.

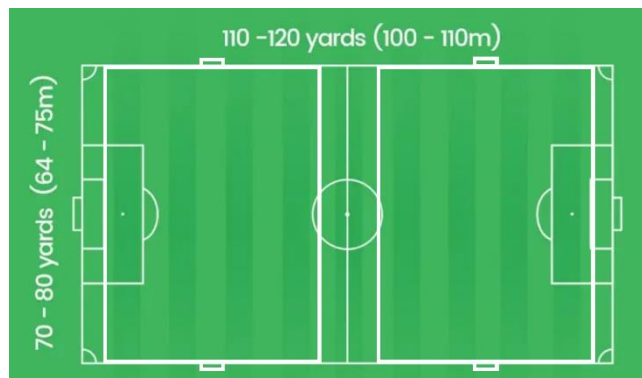
The Terms and conditions for playing

1 The Playing area

1.1 The pitch must be rectangular.
The length of the touchline must be greater than the length of the goal line.

ALLIN7ASIDE split a full size 11aside pitch into two 7aside pitches as on the right:
Each 7aside pitch must measure:

Length: Minimum 64m
Maximum 75m
Width: Minimum 35m
Maximum 50m



- 1.2 The centre mark is indicated at the midpoint of the pitch.
- 1.3 The pitch is surrounded by cones, which shall mark boundaries of the pitch.
- 1.4 Goals must be placed in the centre of the two smaller boundaries.
- 1.5 They consist of two upright posts equidistant from each corner and joined at the top by a horizontal crossbar.
- 1.6 The distance (inside measurement) between the posts is maximum 5m, minimum 3m and the distance from the lower edge of the crossbar to the ground is maximum 2m, minimum 1.2m
- 1.7 Both goalposts and crossbar have the same width and depths of 8cm. Nets, made of hemp, jute or nylon, are attached to the posts and crossbars behind the goals.



- 1.8 The goals may be portable but must be anchored securely to the ground.
- 1.9 The playing surface must be flat and even and may be of artificial material.
- 1.10 The ball is: Spherical, made of suitable material and a size 5. If the ball bursts or becomes defective: the match is stopped, the ball replaced and play recommences with a drop from where the first ball became defective.

2 ALLIN7ASIDE League Format

- 2.1 A league season will normally constitute each team in the division playing each other twice; smaller divisions may operate a different procedure to enable all divisions to finish at the same time.
- 2.2 Three points shall be awarded for a win, one for a draw and no points for a loss.
- 2.3 League position shall be decided by: a) Total points b) Results between teams c) Goal difference d) Goals scored.
- 2.4 ALLIN7ASIDE policy is that 2 teams are promoted, and two teams are relegated from each division at the end of the season. However, in the event of teams not re-registering, withdrawing or being withdrawn from the league, ALLIN7ASIDE reserves the right to promote, relegate or otherwise alter the fixtures of any team, within reason at any time.

3 Team Entry

- 3.1 Teams may be entered by the team organiser completing the prescribed league application form and player registration forms and paying the "registration fee" (including the "security deposit") in full.
- 3.2 Newly registered teams may be placed on a "standby list and required to play grading games to ascertain their playing standard, whilst waiting for a suitable league place to become available.
- 3.3 ALLIN7ASIDE reserves the right to enter new teams into vacated league spaces at any stage during the season. These teams will take over the points and records of the team they replaced.
- 3.4 Any team owing money may not be allowed to enter a new season. Records are kept of all monies owed. Teams who have an outstanding balance will risk losing their place to teams on the "standby list".
- 3.5 Team organisers must read the league agreement form, noting the liability disclaimers contained within. Making payment acts as agreement and signature of this form. Failure to sign or make payment as approval of the form will result in the team being withdrawn from the league.

4 Player registration and availability



- 4.1 All players in adult leagues must be a minimum of 16 years of age and the team organiser must be a minimum of 18 years of age.
- 4.2 Players must be registered by a team by "Team List" submission to the league organiser no later than 48 hours before the start of the first game of the first half or second half of the season. Registered players are not able to play for another team in the league.
- 4.3 All teams may register a minimum of 10 and a maximum of 20 players that can be used per half season. Teams may add to their squad during a season as long as the players added does not exceed a total of 20 and are not from another team in the league. All players must be registered by the team captain by contacting the league organiser.
- 4.4 Ten players may be selected, 7 players and three substitutes.
- 4.5 Players once registered for a particular team for a season may not transfer to another team in the same division. Exceptions may be made with the agreement of both teams and ALLIN7ASIDE (who will impose a designated "cooling off" period during which the player can't play for either side)
- 4.6 Any team found with suspended players on the field will have the match awarded to the opposition with a 3-0 score line; there will be no re-imbursement of match fee. *ALLIN7ASIDE reserves the right to deduct additional points if it suspects teams are deliberately attempting to gain an advantage, by playing unregistered or suspended players, they may also expel teams from the league if persistent breaches occur.*
- 4.7 Any team found to be deliberately falsifying team sheets will have the match points awarded to the opposition with a 3-0 score line and a point will be deducted.
- 4.8 Should a team have already registered the maximum number of players for the season, and still be unable to raise a side they may use "Guest players" to fulfil the fixture. Guest players may not be permanently registered to another team in the same league division as the team they are guesting for and is subject to opposite team agreement.
- 4.9 A player may be allowed to stand in to play for another team within the same division, but only if the following conditions are met:
 - 4.9.1 The player in question is not precluded from playing by a disciplinary ban
 - 4.9.2 The player or players may only make up to the 4th man and must be removed from the field of play if subsequently an officially registered player or players joins the team after kick off.
 - 4.9.3 The Stand-in player must have permission prior to kick off from: ALLIN7ASIDE management.
- 4.10 Team organisers must maintain a record of guest appearances in order to avoid persistent "guesting" does not occur. ALLIN7ASIDE may remove teams



from the league found to be persistently using “guest” players, should a replacement side be available.

- 4.11 An individual player must, also, take responsibility to ensure that he/she is registered to play. Any player playing unregistered can, and will, receive a suspension from all leagues for a period of time defined by ALLIN7ASIDE Management. Repeat offences will lead to increased suspensions.

5 Prior to a League fixture

- 5.1 The team organiser must have paid the match fee as part of the advance payment agreed with ALLIN7ASIDE Management. On doing so they will have nominated the maximum 10 players to take part in the match which must be part of the “Team List”.
- 5.2 The Match referee will not commence any game until he/she has received both teams match tickets and sign-in sheets.
- 5.3 Any team arriving late for a scheduled fixture will lose their game 3-0.

6 Cancellations, Postponements and Re-arrangements

- 6.1 All games are to be played as per the original fixture list unless one of the following exceptions applies:
- 6.1.1 Adverse weather conditions making the pitches unplayable. Any decision to cancel the game can only be made by a member of ALLIN7ASIDE Management.
- 6.1.2 Public Holiday, if the centre is closed, games will be re-arranged by ALLIN7ASIDE staff. All rearrangements will be verified with the team organiser and once agreed will be final.
- 6.1.3 There will be no games reorganised as and when teams prefer. All dates are agreed at the start of every season with all team captains involved.

7 League Replacements and withdrawals

- 7.1 If a league team pulls out or is removed at any point in the season, ALLIN7ASIDE will attempt to replace them from teams on the standby list. The new team will inherit the points total and league position of the team they are replacing but a friendly match must be played for the opposing team to gain these points, it is not automatic. If ALLIN7ASIDE cannot replace the team immediately, all scheduled fixtures in the meantime will be awarded to the opposition by a score of 3-0, as well as 3 points. The results of matches involving the exiting team prior to their departure will stand.
- 7.2 Any team withdrawing from the league will still be billed their team fee for the league games they are failing to fulfil, for the remainder of the season, or until their place in that league has been filled.



8 Payment

- 8.1 Teams are required to fulfil all fixtures and are liable to pay the fee whether the game is played or not. Failure to turn up for the game will result in the team being subject to the following conditions and payment regulations.
- 8.1.1 If a team fails to turn up for any scheduled game or rearrangement the game will be declared a forfeit win to the opposition, 3 points and a 3-0 result. The opposing team must be available to play a friendly match in order to claim these points. The team which failed to turn up will lose 3-0. No exceptions.
- 8.1.2 The team who cancelled or failed to turn is still be billed their match fee.
- 8.1.3 Failure to make payment may result in a team being removed from the league (see league replacements and withdrawals)
- 8.1.4 Any debts owed by a team will be subject to debt collection in the name of the team organiser.
- 8.1.5 Finally, should a game be abandoned at any stage with neither team at fault, the remainder of the match shall be played at a convenient time for both sides. The fees paid for the original match will still be billed.

9 Behaviour

- 9.1 Any player caught consuming alcohol prior to a league game or thought to be under the influence of drugs, prescription or otherwise will not be permitted to play and risks having the game abandoned.
- 9.2 ALLIN7ASIDE can prevent anyone entering the premises if they think their behaviour or appearance is unsuitable.
- 9.3 Players must show consideration for other people in the premises.
ALLIN7ASIDE will not tolerate rude or abusive language or the threat or use of violence towards other guests or its staff.
- 9.4 Racial Abuse and/or acts of Discrimination will not be tolerated, any person(s) found to be engaging in such actions will be served a Life Ban from all ALLIN7ASIDE Establishments.
- 9.5 Players must obey notices and signs on display in the premises. Players and their guests should ensure that their children or other junior members under their supervision keep to the rules displayed at all times whilst on the premises. Players are responsible for the behaviour and actions of their children at all times whilst they are on the premises or using the facilities.
- 9.6 Unless the child is attending an organised ALLIN7ASIDE activity, children under 16 must be supervised at all times whilst on the premises by a Parent or guardian.



- 9.7 All teams will be responsible for supporters of their team, whether team members or not. Exclusion from the league will result for teams whose supporters consistently cause a nuisance. Referees have the authority to remove any unruly supporters from the pitch side, or if necessary abandon the game.
- 9.8 If a supporter is guilty of verbal abuse toward either the referee or the opposing team, the game will be stopped and will not continue until the individual has left. Should the abuse continue then the game will be awarded to the opposition with a 3-0 score.
- 9.9 Any individual threatening to harm or inflicting harm on any Referee or Member of ALLIN7ASIDE, will not only receive a life ban from ALLIN7ASIDE, but the incident will also be reported to all relevant National associations, who have the power to enforce a ban from all forms football. The Police will also be involved.

10 Health & Safety

- 10.1 Shin Pads must be worn at all times during the game (including goalkeepers).
- 10.2 Jewellery must be removed or taped up during matches (including goalkeepers).
- 10.3 In the event of a fire, players and guests should make their way calmly to the nearest clearly marked exit.
- 10.4 Crockery and glass are not to be taken into changing areas or onto the pitches.
- 10.5 Smoking is not permitted on the premises.
- 10.6 Pets are not allowed on the premises or grounds (with the exception of guide dogs).

11 CCTV

- 11.1 The ALLIN7ASIDE premises are covered by House Of Sprot Cardiff CCTV cameras and activity is recorded 24 hours a day.

12 Liability

- 12.1 ALLIN7ASIDE will not hold any liability for damage or loss to user property or loss suffered as a result of ALLIN7ASIDE negligence. ALLIN7ASIDE will not accept liability for the safety of users personal property brought on to the premises. Any property stored in lockers is done so entirely at the user's risk. Vehicles parked on ALLIN7ASIDE House Of Sport property and all contents contained within are also at the owner's risk.



- 12.2 ALLIN7ASIDE staff are expressly forbidden to hold valuables (including locker keys) of any kind on behalf of players. ALLIN7ASIDE does not accept responsibility for any goods or items left within or in the care of its staff.
- 12.3 ALLIN7ASIDE cannot accept any liability for any accident, injury or death to any league player, team member, child or user that may happen on the premises or within the grounds of the premises, or liability that arises from ALLIN7ASIDE's negligence. If any member (or other user) suffers an accident or injury whilst on the premises, it, and its circumstances must be reported immediately to the House Of Sport or Ocean Park Manager at the host facility at Ocean Park by House Or Sport.

13 Physical Activity

- 13.1 Seven-a-side is a vigorous sport and players and their guests should only undertake the activity to a level, which reflects their level of fitness. Players and their guests are responsible for monitoring their own condition during play. ALLIN7ASIDE will not be responsible for any harm you may suffer as a result of taking part in any activity on our premises unless it is caused by our negligence.
- 13.2 If any player or guest suffers any unusual reaction to playing or feels unwell, they must immediately stop the activity and leave the facility.

The Laws of the Game

1 The number of players.

A match is played between two teams, consisting of a maximum of 7 players, one of whom is the goalkeeper. The minimum number of players permitted is 5 for 7-a-side, one of whom must be the goalkeeper. Up to 10 for 7-a-side may be named for a match.

Where 3 players are sent to the sin bin at the same time then the game will be awarded to their opponents with a score of 3-0.

Substitution Procedure.

The maximum amount of substitutes permitted is three. The number of substitutions made during a match is unlimited. A player who has been replaced may return to the pitch as a substitute for another player.

Substitutions can only take place during a break in play, when the ball is deemed "dead" by the referee.



The player entering the playing area must wait until the player being substituted has left the pitch. The player entering the playing area immediately becomes 'active' in play.

Changing places with the Goalkeeper

Any of the other outfield players or substitutes may change places with the goalkeeper. There is no restriction to the amount of times the goalkeeper may be changed but the following conditions must be observed, as is the case with all substitutions:

- The referee must be informed before the change is made
- The change can only be made during a stoppage in play
- The referee is satisfied there is no intention to deliberately time waste.
- The replacement goalkeeper must wear a jersey which distinguishes him/her from all other players.

Infringements/Sanctions relating to this law

- If whilst a substitution is being made, a substitute enters the pitch and play resumes before the departing player has completely left the field:
- The play will be stopped and the player being replaced is instructed to leave the pitch.
- Play is restarted by the award of an indirect free kick, to the opposing team from the place where the ball was situated when the game was stopped. However if the ball was inside the penalty area then a free kick will be awarded to the opposition one yard off the penalty line nearest to the position of the ball when play was stopped.
- If a player repeatedly offends he/she may be sin binned or with further infringements, sent off, at the discretion of the referee.

2 Players Equipment and safety

A player must not use equipment or wear anything dangerous to them or other players. Jewellery must be removed or taped up, this includes Goalkeepers wearing gloves who should remove rings or tape them up.

Basic equipment

The basic compulsory equipment of a player is:

- a) A jersey or shirt, outfield players should wear a recognisable strip of the same colour. The Goalkeepers shirt should distinguish him/her from the other outfield players.
- b) Shorts or track suit bottoms, Socks, Shin guards must be worn.



They should be covered entirely by the socks and be made of a suitable material that offers a reasonable degree of protection.

- c) Footwear must be either: Astro-boots, plastic moulded boots or Trainers. Screw-in studs or metal blades are not permitted.

Infringements/Sanctions relating to this law

The referee is instructed not to allow any game to take place where the player or players are not properly attired. This includes all the above. If the player or players are unable to wear the correct equipment then, in such cases the game will be awarded to the opposition 3-0 and the team infringing will forfeit its match fee.

Players that can correct their equipment will be instructed to leave the field of play and do so. They may not return to the pitch without first checking with the referee that their equipment is now correct. This must take place during a stoppage in play.

3 The Referee

The authority of the Referee

Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he/she has been appointed, from the moment he/she enters the locality where the pitch is situated until he/she leaves.

Powers and duties

The Referee:

- Enforces the Laws of the Game
- Allows play to continue when the team against which an offence has been committed will benefit from such an advantage and penalises the original offence if the anticipated advantage does not ensue at the time.
- Keeps a record of the match and provides the appropriate authorities with a match report with a match report which includes information on any disciplinary action taken against players, and/or team officials and any other incidents which occur before, during or after the match.
- Acts as a timekeeper
- Stops, suspends or terminates matches for any infringement of the Laws or due to any kind of outside interference
- Takes disciplinary action against players guilty of cautionable or sending off offences.
- Takes action against team officials or supporters who fail to conduct themselves in a responsible manner and may at his/her discretion expel them



from the playing area and its immediate surrounds, or if necessary abandon the game.

- Ensures that no unauthorised persons enter the pitch
- Stops the match if, in his/her opinion, a player is seriously injured and ensures he/she is removed from the pitch
- Ensures that any player bleeding from a wound leaves the playing area
- Allows play to continue until the ball is dead, if a player is, in his/her opinion only slightly injured.
- Ensures the ball used conforms to ALLIN7ASIDE requirements.
- Makes use of timed suspensions to temporarily exclude players guilty of infringements of the laws.
- Makes excluded players aware of the end of their period of suspension.

Decisions of the Referee

In matters pertaining to a specific game, the refereeing of the game and application of the rules during that game, the referee's decision will be final.

4 Start of Play

Preliminaries

The choice of ends is decided by a toss of the coin, the team winning the toss will have choice of ends; the team losing the toss will have kick off.

Kick off

A kick off is a way of starting or restarting play:

- At the start of a match
- After a goal has been scored
- At the start of the second half of the match
- At the start of each period of extra time where applicable

A goal may be scored direct from a kick-off. There must be no second touch by the initial kicker.

Procedure

- All players must be in their own half of the field
- The opponents of the team taking the kick-off are at least 2m (or 5m in 7-a-side) from the ball until it is played.
- The ball is stationary on the centre mark
- The referee gives a signal
- The ball is in play when it is kicked
- The kicker may not touch the ball a second time until it has touched another player.
- After a team scores the other team takes the kick-off.



Infringements/Sanctions relating to this Law

If the kicker touches the ball a second time before it has touched another player:

- An indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred. For any other infringement of the kick-off procedure the kick is retaken.

Dropped Ball

A dropped ball is a way of restarting the game after a temporary stoppage

Procedure

The referee drops the ball at the place where it was located when play was stopped, unless it was in the goalkeeper's possession, when the goalkeeper shall, at the referee's signal; return the ball into play by throwing the ball underarm from any point within the penalty area. Play restarts when the ball touches the ground.

Infringements/Sanctions relating to this rule

The ball is dropped again:

- If it is touched by another player before it makes contact with the ground.
- If the ball leaves the playing area after it makes contact with the ground without a player touching it.

5 The Ball in and out of play.

Ball out of play

The ball is out of play when:

- It has wholly levaded the confines of the pitch line drawn by the cones, whether on the ground or in the air. Throw-in must be performed at the point where it went out unless behind the goal line. Then a goal kick must be performed.

Decisions

In the event of the ball being out of play due to a goal being scored the opposing team will restart the game via a kick-off.

6 The method of scoring.

Goal scored

Except otherwise provided by these laws, a goal is scored when the whole of the ball passes over the goal line, between the posts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm by a player of the attacking side, the goalkeeper included.



A goal may be scored from any point outside the goal area and within the field of play. The only exception is that the goalkeepers may not score in their opponent's goal.

Winning Team

The team scoring the greater number of goals during the match is the winner, provided no disciplinary matters preclude them. If both teams score an equal number of goals or if no goals are scored, the match is drawn.

Competition Rules

League games ending in a draw means one point to each team. For matches ending in a draw where competition rules deciding certain cup games, we may state provisions involving extra time or penalty kicks to decide the outcome of a match.

7 Offside

There is no offside.

8 Fouls & Misconduct

Fouls and misconduct are penalised as follows:

Direct free kick

A direct free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referee to be careless, reckless or using excessive force:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent, charges an opponent, even with the shoulder
- Strikes or attempts to strike an opponent or pushes an opponent

A direct free kick is also awarded to the opposing team if a player commits any of the following offences:

- Holds an opponent
- Spits at an opponent
- Makes a sliding tackle
- Handles the ball deliberately (except for the goalkeeper)



A direct free kick is awarded from the place where the infringement occurred.
A player may not stand closer than 6m from the ball when defending a free kick.

Penalty Kick

A penalty kick is awarded in the following circumstances:

- If a player deliberately enters his/her own goalkeeper's area to play the ball or, runs through it to gain an advantage (i.e.: quicker route to the ball).
- A goalkeeper deliberately leaves his/her penalty area to play the ball (if his/her momentum carries him/her out after playing the ball inside his/her area, this does not warrant an infringement).

The Penalty must be taken using the normal 11aside rules from centre spot one yard off the line of the penalty box.

Indirect Free Kick

An indirect free kick is awarded to the opposing team if a goalkeeper commits one of the following offences:

- Returns the ball to play with anything other than an underarm bowling action. It is an offence for the goalkeeper to make a deliberate passing/kicking motion to play the ball, if the match referee deems it a block with no deliberate passing action the game should continue.
- Retains possession of the ball for more than 6 seconds before returning it to play.
- Receives the ball back directly from the same player he/she initially passed to, without it first touching at least one other player.

An indirect free kick is also awarded to the opposing team in the following circumstances, if in the opinion of the referee:

- A player plays in a dangerous manner or deliberately impedes the progress of an opponent when the ball is not being played
- An attacking player deliberately enters the opposing goalkeeper's area, either to play the ball or, to gain an advantage (i.e.: quicker route to the ball). Commits any other offence, not previously mentioned, for which play is stopped to caution or dismiss a player.
- The ball is played whilst a player is "on the ground"

The indirect free kick is taken from the place where the infringement occurred, unless the infringement is by the goalkeeper in which case it will be taken 2 metres from goal area at the nearest point to where the infringement took place.



Discipline Procedures

1. ALLIN7ASIDE shall administer a discipline process that takes into account the FA's 'Laws of Small Sided Football.
2. ALLIN7ASIDE shall maintain a system whereby team lists are verified by the team organiser prior to the commencement of all league or cup matches and that disciplinary action will be taken against any team found to be submitting false information or playing a player currently serving a suspension.
3. ALLIN7ASIDE shall maintain a process of checking that suspended players are not permitted to play at ALLIN7ASIDE for any affiliated team whilst serving a suspension.
4. ALLIN7ASIDE requires referees to submit reports detailing red card incidents.

Disciplinary Sanctions

ALLIN7ASIDE operates its own disciplinary code in respect of Yellow and Red card offences in excess of the minimum guidelines approved by the Football Association Council in respect of 7aside soccer.

The use of temporary time suspensions ("sin bins") for Yellow and the exclusion of a player arising from the issuing of a Red card are the disciplinary sanctions for use in small sided football, this may subsequently be combined with imposition of fines, the deduction of points or other methods of sanction against the player or the team (including temporary or permanent exclusion of the individual or team concerned) at the discretion of the Centre Manager.

The options for the match official imposing disciplinary sanctions are:

- Player shown a Yellow card and temporarily suspended from play for 4 minutes ("sin binned")
- Player issued with a second Yellow card and permanently excluded from play.
- Player issued with a red card and permanently excluded from play.

1. Temporary timed suspensions - Sin bin

A player temporarily suspended from play will be shown a blue card by the match official.

The player is obliged to leave the pitch and remain in the designated 'sin bin' area for 4 minutes. A player will be informed by the referee when the period of suspension is over.



Temporary Timed suspension offences

A player is shown a Yellow card and temporarily excluded from play for 4 minutes if he/she commits any of the following offences:

- Guilty of unsporting behaviour – including slide tackles
- Shows dissent by word or action
- Persistently infringes the Laws of the Game
- Delays the restart of the game
- Fails to respect the correct distance when play is restarted.
- Enters or re-enters the pitch without the referee's permission or infringes the substitution procedure.
- Deliberately leaves the pitch without the referees permission

For any of these offences, an indirect free kick is awarded to the opposing team, to be taken from the place where the infringement occurred.

The offending team must be reduced to 4 men (including goalkeeper) for the entire 4 minutes of the suspension.

2. Sending-off offences & Red Cards

A player is sent off and shown the Red card if he commits any of the following offences:

- Guilty of serious foul play
- Guilty of violent conduct
- Spits at an opponent or any other person
- Denies the opposing team a goal or obvious scoring opportunity by either a deliberate handball or foul.
- Uses offensive or insulting language
- Racial Abuse or Discrimination towards others
- Receives a second Yellow card in the same match

If play is stopped because a player is sent from the pitch, for either using abusive language or for receiving a second blue card, without having committed an additional infringement, play is restarted by the award of an indirect free kick, to the opposing team, to be taken at the point where the infringement occurred.

Decisions

A player who has been sent off may not take any further part in the game. He/she must remove himself/herself from the area and retire to the pavilion or



changing room. The Referee may abandon the game if the Player fails to adhere to this rule or refuses to leave the field of play when instructed.

3. Double Yellow card

A player collecting two Yellow cards in a single game will automatically miss the next two weeks fixtures or be liable for a £10 fine payable within 48 hours.

4. Red Card Violent Conduct

Any player sent off for violent conduct will immediately be suspended for at least 10 weeks (and possibly indefinitely) from all league set ups within ALLIN7ASIDE leagues and be liable for a £10 fine payable within 48 hours.

Any attempt to harm or threaten a referee by a player, or a team will not only result in a life ban for all involved, it will also be reported to all relevant National Football Associations. It is within their power to enforce a ban from all forms of competitive football. The police will also be informed and ALLIN7ASIDE have the right to remove the whole team from the league.

Violent conduct on or off the pitch will result in the immediate suspension of the individual or individuals concerned for the duration of the game, together with further sanctions at the discretion of the Centre Management.

ALLIN7ASIDE reserve the right to ban any individual or the whole team, if guilty of violent conduct, from all participation in leagues or tournaments.

5. Repetition of Red Card Violent conduct

A player returning from a period of suspension for violent conduct will be placed on a 26-week probationary period. If the player in question receives a red card for violent conduct within this time period he/she will automatically be banned for a further 6 months.

On returning from this period of expulsion the player will once again be placed on a 26-week probationary period. If he/she re-offends during this time he/she will automatically be indefinitely banned from all ALLIN7ASIDE pitches and premises. All suspensions carry forward into subsequent seasons.



6. General Disciplinary Scale for Sendings off (Implementation subject to Manager's discretion and authority)

OFFENCE CODE	OFFENCE	SUSPENSION
A1	Assault on any Referee or any ALLIN7ASIDE employee	Life Ban and £100
A2	Racial Abuse or Discrimination Towards Others	Life Ban and £50
A3	Spitting at an opposition player	Life Ban and £50
A4	Threatening physical harm to a Referee	Life Ban and £50
A5	Punch/headbutt thrown off the ball	Life Ban and £50
A6	Violent conduct, including: kicking, elbowing or striking an opponent during play	Life Ban and £50
A7	Offensive, insulting or abusive gestures or language towards a Referee	Life Ban and £50
A8	Spitting or other unseemly behaviour	4 weeks and £10
A9	Serious foul play	4 weeks and £10
A10	Offensive, aggressive, insulting or abusive language directed towards another player	4 weeks and £10

7. Match abandonments

On occasions when a league team fails to appear for a scheduled fixture, (after the allotted 12 minutes) the opposition will be awarded the three points and a 3-0 win. The offending team will also be docked one point. There shall be no reimbursement of the match fee for the offending team.



If a match is abandoned by the referee, the offending team shall forfeit the match by a score line of 3-0. Unless the score-line already exceeds that in the oppositions favour, in which case the result will stand. ***There shall be no re-imbursement of the match fee.***

If a match is abandoned by the referee and both teams are at fault, then both teams will receive 3-0 forfeits against with ***no re-imbursement of match fee.***

If a match is abandoned by the referee with neither team at fault, a full-length replay with scores starting at 0-0 shall decide the match. The fees paid for the original match will be retained and the replay arranged free of charge.

If a team voluntarily leaves the field of play without fulfilling the fixture, this will be perceived by ALLIN7ASIDE as a resignation from the league. The offending team may be removed from the leagues immediately and be charged for any remaining fixtures.

8. Complaints

All league teams have the right to complain with regards all league matters, including; league set up, opposing teams, referee and management decisions, providing an accurate and factual written appeal is submitted. All appeals must be made in writing to ALLIN7ASIDE Management no later than 48 hours after the fixture.

All communication in relation to complaints or grievances will be exclusively between the team organiser and ALLIN7ASIDE. All reports from third parties or other witnesses to the incident will be held in strictest confidence.

ALLIN7ASIDE Management may overturn any rule if they feel that a team is deliberately using an interpretation of the rules to gain an unfair advantage. ALLIN7ASIDE have no power to overrule any bans/and or fines issued by the relevant FA Association therefore all appeals should be made directly to the FA.

ALLIN7ASIDE reserves the right to alter these rules without prior consultation and ALLIN7ASIDE will decide on all matters of discipline not covered by the above rules. ALLIN7ASIDE reserves the right to ban any individual or team from all future participation in the leagues.

The decision of ALLIN7ASIDE management in all matters pertaining to the management of the league will be final.