

FOOTBALL RULES

These rules for the Football Competitions will be strictly observed so please ensure that all your staff are conversant with them.

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Rule 1 Competitions

All competitions under the Battalion's control shall be conducted in accordance with the Laws of Football as adopted by The Scottish Football Association Limited unless otherwise stated in these rules.

Rule 2 Team Registration

- a) Team entry forms should be completed and signed by the Company Captain and returned to headquarters with the entry fee for the competition.
- b) Late entries will not be accepted.

Rule 3 Registration of Players

- a) All Players must be registered before taking part in any official game played under Battalion Rules.
- b) Registration forms should be submitted along with team entry forms – confirmation of receipt will be provided to the Company football representative after perusal. (Registration forms are available from headquarters). [In the 7 a side Football League, Companies may use the team line from their first league fixture as a 'registration' form. Additional players may be registered by email/post/telephone through the Battalion office but cannot play any matches until a period of 7 days from the date of receipt of registration has been reached]
- c) Any Company with two or more teams in the same League Competition must keep them as separate units, i.e. Boys may not play for more than one team in the same league.
- d) A Boy who is transferred from one Company to another during the football season shall not be eligible to play for his 'new' Company until The Panel has granted permission.
- e) Boys are allowed to be registered for Junior, Intermediate and Senior Competitions as long as he is eligible to play by his age.
- f) All Boys will be allocated a squad number. This number must be used on the team sheet. Individual Boys should know their own squad number as random checks will be carried out.
- g) Teams must not include players who are not registered.
- h) The Final Date for registration of players will be 31 December of that current Session. The Panel may grant registration of players after this date in special circumstances only.
- i) Any team playing unregistered players in a league game will have the match awarded to the opposition and a further 3 points deducted from their league points total. In any KO Cup games, a team playing any unregistered players will automatically be disqualified. Such teams may be subject to further disciplinary measures as decided by The Panel.

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Rule 4 Age Limits

a) The age limits for the League and Knock-out Cup Competitions are as follows:

Junior	Open to Boys of age to be in P7, S1 & S2 at school
Intermediate	Open to Boys of age to be in S2, S3 & S4 at school
Senior	Open to Boys of age to be in S4, S5 & S6 at school

b) Any team playing overage players in a league game will have the match awarded to the opposition and a further 3 points deducted from their league points total. In any KO Cup games, a team playing any overage players will automatically be disqualified. Such teams may be subject to further disciplinary measures as decided by The Panel.

Rule 5 Leaders in Charge

- a) Each team shall be under the charge of a Registered Leader. Where there are particular problems, Companies may apply for permission to appoint a Reserve Officer or other Responsible adult to take charge (any person in charge of a team must be registered with Brigade). The Panel may withdraw such permission if, in their opinion, the person for whom permission had been granted is later found not to be a suitable person to exercise control.
- b) All Leaders in Charge shall be responsible to The Panel for the behaviour of their team and other associated members of their party (i.e. parents and supporters) for the duration of the match and until both teams have left the playing venue.
- c) The Panel have powers to suspend any Leader in Charge from taking charge of any team or from refereeing any game if, in their opinion, they had brought Battalion Football into disrepute.

Rule 6 Deleted

Rule 7 League Championship

- a) The League Championship shall consist of each team playing fixtures decided by the organisers to provide a competition structure within the constraints of the pitch availability calendar.
- b) The Panel will issue a revised fixture list for all postponed matches. In any proposed fixture the Company named first will be designated the 'Home' team. All postponed games must be played on the re-scheduled date.
- c) When two teams cannot agree on a date, The Panel shall decide a date for the game.
- d) When teams have failed to play after having been given a date to play, The Panel shall decide on how the points are awarded.
- e) Points will be awarded as follows;
 - 3 points for a win
 - 1 point for a draw
 - 0 points for a defeat
- f) The division winner will be the team with the highest number of points at the end of the season.
- g) If two or more teams are equal on points, the teams involved shall play-off as The Panel decide until a winner is declared. Goal average/difference will not be the deciding factor.
- h) Where there are two or more divisions, the winner of each division shall play-off for the Battalion championship as decided by The Panel.
- i) All 'play-offs' will be refereed by neutral referees appointed by The Panel.
- j) All 'play-offs' will be played to a finish - as per Rule 8 c) & d).
- k) All players involved in 'play-offs' must have played at least 4 League and/or Cup games for their team.

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Rule 8 Knock-Out Competitions

- a) These competitions will be run on dates determined by The Panel.
- b) Teams must be prepared to play at short notice and NO CANCELLATION of ties will be permitted.
- c) Payment will be shared by both teams and invoiced through the Battalion office. Finals will be paid for by Battalion
- d) All games must be played to a result - i.e. there will be no 'drawn' games, the result will be decided by a 'penalty kick decider' immediately after normal time.
- e) All players involved from quarter finals onwards must have played at least 4 League and/or Cup games for their team that session - unless prior permission has been granted by The Panel.

Rule 9 Penalty Kick Decider

- a) Team Captains will toss a coin to decide who takes first penalty - with the team winning the toss having the choice of going first or giving precedence to their opponents.
- b) The referee will decide which goalmouth to use.
- c) Each team will alternatively take 5 penalty kicks. The team scoring the most goals will be the winner.
- d) If after 5 kicks, the teams are still equal, a 'sudden death' situation occurs - teams will continue to take kicks until, after equal opportunities, one team has scored one more than the other. That team will be the winner.
- e) All players must have taken a penalty kick before any Boy can take his second.
- f) If, after all players have taken a kick, teams are still level, it is not necessary to keep the same order second time around.
- g) Only players on the field of play at the end of the game may participate in the 'penalty kick decider' (i.e. No player who had been substituted, sent off, sin-binned or any unused substitute may take a kick.
- h) Where a team finishes with less than 7 players, their opponents may select the same number of players to participate in the taking of penalties.

Rule 10 Cups and Trophies

- a) All teams winning a Battalion Competition shall hold the relative trophy for a period determined by The Panel.
- b) Any Company holding a trophy is responsible for returning it to headquarters in the same condition as when received.
- c) Companies are also responsible for the engraving of any trophies - with Battalion paying the bill.

Rule 11 Alterations to League Fixtures

- a) All games arranged by The Panel shall be carried out without alteration.
- b) Where it is felt that a postponement is necessary, application must be made in writing/email to the Battalion Office at least 2 weeks before the game is due to be played. Postponements for BB planned events must be made in writing/email to The Panel before the start of the season in order to allow for re-arrangement of the fixture. The Panel shall have the powers to refuse any such application.
- c) A team which fails to fulfil more than 3 fixtures, not necessarily on consecutive occasions, and unless they have informed The Panel in writing of the circumstances, may be subject to disciplinary action by The Panel.
- d) Postponements will only be allowed for other BB events - unless The Panel has agreed otherwise.
- e) Any Company which fails to comply with this rule may have the points awarded to their opponents in the game in question.

Rule 12 Teams Withdrawing

- a) Any team withdrawing from a League Competition before the end of the season shall be taken out of the league concerned. Any points gained or lost will be cancelled.
- b) Such teams may not be admitted the following season.

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Rule 13 Home Team

- a) The 'Home' team is responsible for notifying their opponents of details of football kit colours, not later than the Wednesday evening before the game. Where there is a similarity of registered colours, the 'Home' team shall change - unless a mutual agreement is made with the other team concerned.
- b) The 'Home' team will use either changing area A or C as directed by the facility manager at Glasgow Green. The opposition will use changing areas B or D

Rule 14 Referees

- a) If players are cautioned or ordered off, the referee must mark on the team sheet in the space provided. Should he also feel the necessity to write a report on the incident, he should complete a referee's report form and return it to headquarters by the Tuesday following the match. Only where The Panel deems it necessary will copies of any report be forwarded to Companies involved.
- b) The referee will be responsible for asking three Boys from each team their Name, School Year and their Squad Number. This information should be recorded on the team sheet prior to the game.

Rule 15 Team Sheets

- a) Team sheets must be properly completed with names CLEARLY PRINTED and handed to the referee before the start of the game. Individual's squad numbers must be entered on Team sheets in the space provided.
- b) Team sheets must be signed by the Leader present with the team (normally this is the 'Leader in Charge').
- c) Referees will collect the team sheets and arrange for delivery to Battalion HQ. to arrive by first post on the Tuesday following the game.
- d) The 'Home Team' should telephone/text/email the result of the match to the Battalion Office by the Monday following the game - to allow a weekly league table to be produced.
- e) Team sheets must be used and Battalion HQ must be advised whether a game has been played or postponed. The Panel may deduct points from any team which fails to comply with this rule without good reason and repeated failure to observe this rule may result in suspension from the competition.

Rule 16 Substitutes

- a) A maximum of THREE substitutes may be listed on team sheets for 7-a-side matches. All THREE substitutes may be used at any time during the game.
- b) Rolling substitutions are permitted in all competitions.
- c) No substitution may be made without the permission of the referee who shall register all substitutions on the team sheets.

Rule 17 Cautions and Ordering offs

- a) Referees should note that swearing and blaspheming are 'ORDERING OFF' offences.
- b) Any player 'ordered off' must proceed directly to the pavilion and must not be allowed to return to the vicinity of the playing area.
- c) Any Boy ordered off is AUTOMATICALLY banned from taking part in his team's next match.
- d) Any Boy 'collecting' three cautions is AUTOMATICALLY banned from taking part in his team's next match.
- e) Where a Boy receives a second ordering off, a THREE match ban will AUTOMATICALLY be imposed.
- f) Any Boy ordered off in a Battalion Final WILL NOT be presented with a medal.
- g) The Panel reserve the right to call Boys who are ordered off or are continually cautioned to appear before The Panel for further action if it is felt necessary.

Rule 18 Spectacles

No player shall be allowed to play in any match wearing spectacles.

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Rule 19 Aluminium Studs

- a) The wearing of aluminium studs (or aluminium-tipped studs) on football boots is ONLY permitted if the match is to be played on grass.
- b) If the match is to be played on ash/gravel/blaze, aluminium (or aluminium-tipped) studs are NOT permitted.
- c) For all weather surfaces approved footwear must be worn
- d) The Leader in Charge of each team is responsible for ensuring this rule is adhered to.
- e) The referee will also check the studs of all players prior to commencement of the match.

Rule 20 Duration of Matches

- a) The duration of games shall be as follows;

7-a-side: 25 minutes each way

The referee must inform both teams of the duration of the game prior to the start if the timing is reduced for any reason.

- b) All matches will kick off at the scheduled fixture list time
- c) Teams will be allowed only 5 minutes from the official kick-off time to start the game.

Rule 21 the Match Ball

- a) The regulation size 5 football must be used in all Intermediate and Senior matches.
The regulation size 4 footballs must be used in all Junior matches.
- b) The Mouldmaster, Try-mould type of ball MUST NOT be used.
- c) All company teams must provide a suitable match ball.

Rule 22 Protests

- a) Any team having a grievance shall forward the protest in writing/email to Battalion HQ to arrive at headquarters by first post on the Tuesday following the occurrence.
- b) A copy of the protest must be sent to the team concerned in the protest. Failure to do so will delay The Panel's decision.

Rule 23 Correspondence

- a) Any Company requiring a reply to any correspondence sent to The Panel must enclose a stamped addressed envelope.

Rule 24 Expulsion

- a) The Panel shall have the power to expel from all competitions any Boy or any Company which, in their opinion, had been guilty of conduct which brings Battalion football into disrepute.

Rule 25 Other Circumstances

- a) The Panel shall also have powers to prevent any team or player, who had been subject to disciplinary action, from taking part in a District or 5-a-side Competition.
- b) Any other circumstances which arise and are not covered in these rules shall be dealt with by The Panel as they see fit.

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Specific Rules of Play for Battalion 7 a side Football:

1.1 At Kick Off

- 1.1.1 Teams must only have a maximum of 7 players on the pitch. This must include a goalkeeper at all times.
- 1.1.2 The referee will choose a team at random to kick off the 1st half of the match. The opposing team will automatically kick off the 2nd half.
- 1.1.3 Both teams must be in their own halves at kick off.
- 1.1.4 The referee will signal the start of the match.
- 1.1.5 The initial kick off must travel backwards and be touched by another player before the initial kicker can have contact with the ball again.

1.2 During Normal Play

- 1.2.1 For safety reasons only minimum contact will be permitted by the referees on or around the pitch kickboards (if present). Referees discretion will be used.
- 1.2.2 A goal will be awarded when the entire ball has crossed the goal line in the opposition's goals. The game shall be restarted from the centre spot by the team conceding the goal.
- 1.2.3 Any player, except a goalkeeper, may score a goal.
- 1.2.4 The ball may travel above head height and heading of the ball is permitted.
- 1.2.5 If the ball should leave the field of play by crossing the touchline, the ball will be returned by the opposing team to that of the player who had the final touch as the ball left the field of play by way of a throw-in from the point where it crossed the touchline. If the ball should leave the field of play by crossing the goal line either side of the goals, a corner kick or goal keeper's ball will be awarded depending on whether the ball was played out by a defender or attacker respectively.
- 1.2.6 Sliding tackles are not permitted for safety reasons. The referee's discretion will determine a 'sliding tackle'.
- 1.2.7 There is no 11-a-side style pass back rule, however, a defender who has received the ball from a goalkeeper may not intentionally return the ball directly to the goalkeeper. A minimum of one other player must make contact with the ball first. This may include a deflection from another player or a player from the opposing team. An indirect free kick will be awarded against the offending team, taken four metres from the goal line.
- 1.2.8 Teams can make rolling substitutions of outfield players during the game when the ball is dead. The outgoing player must vacate the field of play before the incoming player enters. For goalkeeper substitutions see rule 1.3.1.

1.3 Goalkeepers

- 1.3.1 Goalkeepers may only be substituted twice during a match unless they have been sin binned. The referee must be informed and permit any change of goalkeeper.
- 1.3.2 Goalkeepers may return the ball into the field of play by way of throwing or kicking. However when kicking, the ball must not be volleyed – i.e. the ball must bounce before being kicked or be kicked from the ground. The ball may be played above head height. The penalty for a goalkeeper who does not comply with this rule is an indirect free kick being awarded against the offending player's team. This free kick will be taken four metres from the goal line.
- 1.3.3 A goalkeeper who leaves the agreed area (specified by the referee), unless through uncontrollable momentum during a save, will concede a direct free kick.

1.4 Indirect & Direct Free Kicks

1.4.1 Indirect Free Kicks

An indirect free kick will be awarded against the offending team for the following offences:

- Goalkeeper returning the ball into play in a motion that conflicts with rule 1.3.2
- Obstructing or impeding an opponent
- A player returning the ball directly back to the goalkeeper as described in rule 1.2.7

1.4.2 Direct Free Kicks

A direct free kick will be awarded against the offending team for the following offences:

- Tripping or attempting to trip an opponent
- Charging an opponent
- Kicking or attempting to kick an opponent
- Pushing an opponent
- Holding an opponent back
- Shirt pulling
- Deliberate Hand Ball
- Body checking
- Slide tackling
- Holding any kickboards or fencing to gain an advantage
- Jumping at an opponents
- Striking or attempting to strike an opponent

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1.5 Misconduct & Discipline

1.5.1 Yellow Card Offences

A player is cautioned and shown the yellow card if he commits any of the following offences:

- Is guilty of unsporting behaviour
- Shows decent by word or by action
- Persistently infringes the laws of the game
- Delays the restart of play
- Fails to respect the required distance when play is restarted with a corner or a free kick
- Enters or re-enters the field of play without the referees permission
- Deliberately leaves the field of play without the referees permission
- Obstruction, Tripping & reckless play
- Recklessly dangerous play
- Showing a threatening or aggressive attitude towards another player or referee
- Shirt pulling
- Deliberate hand ball
- Time wasting
- All other incidents deemed by the referee to be offences.

1.5.2 The Sin Bin

1.5.2.1 A yellow card offence will automatically be accompanied by a standard 4 minutes 'sin bin' for the offending player. This will result in his team being reduced to five outfield players (unless another player is currently 'sin binned or 'sent off') for the full duration of the standard sin bin.

1.5.2.2 The yellow card will also be shown and will be recorded against the team's disciplinary record.

1.5.2.3 A second yellow card offence committed by a player will result in a red card being shown and the player being sent off the field of play for the rest of the match. This will result in his team being reduced to five outfield players (unless another player is currently 'sin binned or 'sent off') for the remainder of the match.

1.5.3 Red Card Offences

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

- Is guilty of serious foul play
- Is guilty of violent conduct
- Spits at an opponent or any other person
- Denies the opposition a goal or an obvious goal scoring opportunity by deliberately handling the ball (not applicable for a goalkeeper in their own D area)
- Uses offensive or insulting or abusive language and/or gestures
- Receives a second caution in the same game

1.5.4 A player who has been sent off must leave the field of play and return to the clubhouse. He may not stand by the pitch. The referee will abandon the game if this rule is not adhered to.

1.5.5 If any team is permanently reduced to five players on the field due to misconduct during a game then the game shall be abandoned with the score line of 10-0 in favour of their opponents unless the current score gives a higher goal advantage in which case the score will stand. If any team is reduced to five players on the field due to one or more sin binned players the game shall continue unless they are reduced to four players on the field at any point, it shall then be abandoned with the score line of 10-0 in favour of their opponents unless the current score gives a higher goal advantage in which case the score will stand.

1.5.6 If a match is abandoned for any reason the team at fault will forfeit the match 10-0 unless the opposition already has a higher goal advantage in which case the score will stand. If both teams are judged to be at fault then both teams will receive 10-0 forfeits against.

All rules shall be as per Battalion Football Rules unless stated otherwise above.