

Super 5 League Rules

Competition Name, Constitution

The Competition will be known as Super5 League. The Clubs participating in the Competition must be members of the Competition. A Club which ceases to exist, or which ceases to be entitled to play in the Competition for any reason whatsoever shall automatically cease to be a member of the Competition.

The administration of the Competition under these Rules will be carried out by the Management Committee in accordance with the rules, regulations and policies of The FA.

All Clubs shall adhere to the Rules. Every Club shall be deemed, as a member of the Competition, to have accepted the Rules and to have agreed to abide by the decisions of the Management Committee in relation to them.

The Competition and each Club must be committed to promoting inclusivity and to eliminating all forms of discrimination and should abide and adhere to The FA Equality Policy and any legislative requirements (including those contained in the Equality Act 2010).

This Competition and each Club must make every effort to promote equality by treating people fairly and with respect, by recognising that inequalities may exist, by taking steps to address them and by providing access and opportunities for all members of the community, irrespective of age, gender, gender reassignment, sexual orientation, marital status, race, nationality, ethnic origin, colour, religion or belief, ability or disability or otherwise.

Any alleged breach of the Equality Act 2010 legislation must be referred to the appropriate Sanctioning Authority for investigation.

All Participants shall abide by The Football Association Regulations for Safeguarding Children and Regulations for Safeguarding Adults at Risk as determined by The FA.

At the AGM or a SGM called for the purpose, a majority of the delegates present shall have power to decide or adjust the constitution of the divisions at their discretion.

Entry Fee & Subscriptions

League entry fees cover a 14 week league campaign. This cost factors in pitch hire facility, staff, referees, trophies and all equipment required to run the sessions. As Super5 is an affiliated league, Teams are required to become affiliated with a governing body before they will be allowed to enter and compete. Clubs can register for affiliation here:

<https://www.amateur-fa.com/clubs-and-competitions/affiliation>

Once a team commits to the league's 14-week game schedule, in the event of a team withdrawing from the league, the league will be unable to offer refunds. On a case by case basis we may be able to offer a discount to future league participation. In the event Super5 league cancels the league and games cannot be re-arranged, teams will be awarded a partial refund based on games played.

If teams are unable to field a team on match day, it is the responsibility of the team Manager/Captain to contact Super5 League, giving a minimum of 24 hours notice, by emailing admin@super5league.com, or messaging the League Secretary via WhatApp. Failure to do this will

result in a 4-0 forfeit and the cancelling team will be required to pay their opposition's match fees in full for the cancelled fixture.

Player Eligibility

The League will not allow any Advanced or Intermediate players to play in either Beginner's division. The same goes with Advanced players competing in either one of the Intermediate Leagues.

We want to ensure all our divisions are competitive in terms of ability; however, beginners and Intermediate players will be allowed to play at a higher level as this will help with their development. League officials will consult with team Managers if the League feels a player is playing in the wrong division for their ability level. The League will assist the player in finding a team that they can play for in the correct division that matches their ability. We would expect all teams to adhere to this.

Management Committee

The Management Committee shall comprise the Officers of the Competition and Club representatives/members who may volunteer to be a part of the Committee. We encourage every Club within Super5 to consider forming their own internal committee, as this will open a pathway for communication from the League to all members of Super5 Clubs.

The Management Committee shall meet a minimum of four times per season or as and when required.

Powers of Management Committee

Powers of Management Committee

The Management Committee may appoint sub-committees and delegate such of their powers as they deem necessary. The decisions of all sub-committees shall be reported to the Management Committee for ratification. The Management Committee shall have power to deal only with matters within the Competition and not for any matters of misconduct that are under the jurisdiction of The FA or Affiliated Association. The management committee shall offer support and guidance to the league officers but will not have power to deal with company business which is under the jurisdiction of the limited company.

Each member of the Management Committee shall have the right to attend and vote at all Management Committee meetings and have one vote at all such meetings but no member shall be allowed to vote on any matters directly relating to that member or to the Club so represented or where there may be a conflict of interest. This shall also apply to the procedure of any sub-committee.

In the event of the voting being equal on any matter, the Chair shall have a second or casting vote.

The Management Committee shall have powers to apply, act upon and enforce these Rules and shall also have jurisdiction over all matters affecting the Competition. This can also include those in the League Sanctions for Poorly Behaved Clubs and Individuals (see County FA and League Disciplinary Procedures).

However, it is acknowledged by Super 5 that there will be times where it is not appropriate to rely solely on our management committee to agree rules or changes to competition. In such circumstances, the league will follow a robust consultation with all member clubs to ensure that all participant voices are heard.

Any action by the Competition must be taken within 28 days of the Competition being notified.

For all alleged breaches of a Rule the Management Committee shall issue a formal written charge (where applicable) to the Club concerned. The Club charged shall be given 7 days from the date of notification of the charge to reply. In such reply a Club may:

1. Accept the charge and/or submit in writing a case of mitigation for consideration by the Management Committee; or
2. Accept the charge and notify the Competition that it wishes to put its case of mitigation at a hearing before the Management Committee; or
3. Deny the charge and submit in writing supporting evidence for consideration by the Management Committee; or
4. Deny the charge and notify the Competition that it wishes to have a hearing before the Management Committee.

Where the Club charged fails to respond within 7 days, the Management Committee shall determine the charge in such manner and upon such evidence as it considers appropriate.

Having considered the reply of the Club (whether in writing or at a hearing), the Management Committee shall make its decision and, in the event that the charge is accepted or proven, decide on the appropriate penalty.

Where required, hearings shall take place as soon as reasonably practicable following receipt of the reply of the Club as more fully set out above. When setting any fine, the Management Committee must ensure that the penalty is proportional to the offence, taking into account any mitigating circumstances. All breaches of the Laws of the Game, or the Rules and Regulations of The FA shall be dealt with in accordance with FA Rules by the appropriate sanctioning Association.

All decisions of the Management Committee shall be binding subject to the right of appeal in accordance with the information outlined in Appealing a League Decision. Decisions of the Management Committee must be notified in writing to those concerned within 7 days.

A minimum of 50% of its members shall constitute a quorum for the transaction of business by the Management Committee or any of its sub-committee.

A Club must comply with an order or instruction of the Management Committee and must attend to the business and/or the correspondence of the Competition to the satisfaction of the Management Committee.

The Management Committee shall have the power to fill any vacancy that may occur in the membership of the Competition between the AGM or SGM called to decide the constitution and the commencement of the Playing Season.

The business of the Competition as determined by the Management Committee may be transacted by electronic mail or facsimile.

Alterations of Rules

Alterations for which consent has been given by the Sanctioning Authority, shall be made to these Rules only at the AGM or at an SGM specially convened for the purpose called in accordance with rules for calling an AGM.

Any alteration made during the Playing Season to these Rules shall not take effect until the following Playing Season.

Notice of proposed alterations to be considered at the AGM shall be submitted to the Secretary 3 months before the start of the new playing season. The proposals, together with any proposals by the Management Committee, shall be circulated to the Clubs within 2 months before the new Playing season and any amendments to these proposals shall be submitted to the Secretary within 2 weeks of circulation. The proposals and proposed amendments to these proposals shall be circulated to Clubs with the notice of the AGM.

A proposal to change a Rule shall be carried if a majority of those present and entitled to vote and voting are in favour.

A copy of the proposed alterations to Rules to be considered at the AGM or SGM shall be submitted to the Sanctioning Authority or The FA (as applicable) at least 28 days prior to the date of the meeting.

Removing Clubs from the League

At the AGM, or at an SGM, the accredited delegates present shall have the power to exclude from further participation in the Competition any Club whose conduct has, in their opinion, been undesirable, provided this is supported by more than two-thirds (2/3) of those present and voting. Voting on this point shall be conducted by ballot. A Club whose conduct is the subject of the vote being taken shall be excluded from voting.

If a club wishes to appeal a League Decision please refer to the Club Complaints Procedures on how to do so.

Small-Sided Football Laws of the Game

The Normal Laws of Association Football apply with exceptions:

1. The Players' Equipment

- A player must not use equipment or wear anything that is dangerous to themselves or another player.
- All Jewellery, Watches and Smart Watches must be removed or covered with appropriate tape/padded band. Shin Pads/Guards must be covered entirely by socks, made of a suitable material (rubber, plastic or similar substances) and provide a reasonable degree of protection.
- Goalkeepers are permitted to wear long trousers and must wear colours, which easily distinguish them from the other players and the Referees.
- Correct footwear must be worn [better quality link to image of boots]; moulded studs or Astro boots are recommended. No metal studs are permitted.
- All players are required to wear bibs or club kits; Super5 League will provide bibs if required.

2. 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 they have been appointed, from the moment they enter the locality where the playing area is situated until they leave.

3. The Duration of the Game

The game shall be divided into two equal periods of 20 minutes - each period subject to the following:

- Allowance shall be made in either period for time lost through stoppages as decided by the Referee
- The duration of either period shall be extended to enable a penalty kick to be taken
- The Half Time interval shall not exceed 5 minutes except by consent of the Referee
- If a team is more than five minutes late, a goal will be awarded for the opposition. Further goals will be awarded for every further five minutes the team is late.

i.e. A team being 15 minutes late equates to them starting the match being 3-0 down.

If you are unable to field a team you must give The Competition a minimum of 24 hours' notice and the game can be rearranged for a later date. If you fail to do so and let us know after this time the game will be voided as a loss and you will have to pay the match fees for the game.

4. Kick-off & Play Restarts

Kick Off is a way of starting or restarting play: at the start of the game, after a goal has been scored, at the start of the second half of the game, and at the start of each period of extra time, where applicable. A goal may be scored directly from the kick-off. All players must be in their own half of the playing area; the opponents of the team taking the kick-off are at least 3m from the ball until it is in play. The ball must be stationary on the centre mark until the Referee gives a signal. The ball is in play when it is kicked and moves forward. The kicker may not touch the ball a second time until it has touched another player.

Drop Ball – is a way of restarting the match after a temporary stoppage. Play restarts when the ball touches the ground.

Ball Out of Play – The ball is out of play when: it has wholly crossed the goal line or touchline, whether on the ground or in the air, when the Referee has stopped play.

Ball In Play – the ball is in play at all other times including when: it rebounds from a goal post, the crossbar, or the barricades onto the pitch where applicable, or if it rebounds from the Referee when on the playing area.

Height of ball restrictions – overhead is allowed, and normal overhead throw-ins.

Offside There is no offside.

Corner Kick – a goal may be scored directly from a corner kick.

Areas of Play – All players – both attackers and defenders – are permitted to play within the penalty area. Goals can be scored within the penalty area. Goalkeepers must stay within their penalty box. A penalty will be awarded to the opposition if this is violated. All penalties are one step.

5. Substitution Procedure

Each team may bring a maximum number of three substitute players per game. 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 should take place when there is a break in play.

Changing Places with the Goalkeeper – Any of the other players, or substitutes, may change places with the goalkeeper. The following conditions must be observed: the Referee must be informed before the change is made; a change may only be made during a stoppage in play, the replacement goalkeeper must wear a jersey, which distinguishes them from all other players, and the Referee.

6. Fouls and Misconduct – Fouls and misconduct are penalised as follows:

A Direct Free Kick – A direct free kick is taken from the place where the infringement occurred and can be kicked directly into the opponent's goal to score a goal. The referee keeps one arm horizontal pointing in the direction the kick has to be taken. 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, pushes or charges an opponent (even with the shoulder)
- Strikes or attempts to strike an opponent
- Tackles an opponent (the key words are doing it carelessly, recklessly or with excessive force)

In addition direct free kicks will also be awarded if a player:

- Spits at an opponent,
- Slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (sliding tackle). If a player plays the ball whilst on the floor this will also be considered a sliding tackle and a free kick/penalty given.
- Handles the ball deliberately, with the exception of the goalkeeper, who is able to handle the ball in their own penalty area.
- Holds an opponent

A Penalty Kick is awarded against a team, which commits any of the offences for which a direct free kick is awarded inside its own penalty area and while the ball is in play. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of each period of extra time.

Position of the Ball and the Players for a Penalty kick – The ball is placed on the penalty mark; the player taking the penalty kick is properly identified. The defending goalkeeper must remain on their goal line, facing the kicker, between the goalposts, until the ball has been kicked. The players other than the kicker are located: inside the pitch, outside the penalty area, behind or to the side of the penalty mark, at least 3m from the ball. The player taking the penalty must kick the ball forward; they may not play the ball a second time until it has touched another player. The ball is in play when it is kicked and moves forward.

Indirect Free Kicks – An indirect free kick is taken from the place where the infringement occurred, unless this was in the penalty area, in which case the indirect free kick is taken from the penalty area line at the point nearest to where the infringement occurred. An indirect free kick is awarded for the following offences;

- A Goalkeeper touches or controls the ball with their hands or feet, in the penalty area, for more than four seconds
- If in the opinion of the Referee, a player: plays in a dangerous manner, deliberately impedes the progress of an opponent when the ball is not being played, prevents the goalkeeper from releasing the ball from their hands, commits any other offence, not previously mentioned for which play is stopped to administer a temporary timed suspension or dismiss a player.

From an Indirect Free Kick a goal can be scored only if the ball subsequently touches another player before it enters the goal.

Position of Free Kick – All opponents must be at least 3m from the ball until it is in play. The ball is in play after it has been touched or played.

7 Disciplinary Sanctions – A player is sent off and shown the red card if they commit 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 opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within their own penalty area).
- Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick.
- Uses offensive, insulting or abusive language.
- If a player receives a second yellow card in the same match.

Decisions – A player who has been sent off may not take any further part in the match.

FILMING AND PHOTOGRAPHY

Any brands/companies wishing to film/photograph activities held during Super5 matches/Tournaments etc, for the purposes of advertising their brand/company must obtain permission to do so from: the League, the opponent and the Council. A fee for this will be negotiated on contact with the League. A minimum of 2 weeks notice must be given.

Teams wishing to film their own matches with professional equipment for the purpose of team promotional materials/social media must seek permission from the league and the opposition. A minimum of 1 weeks notice must be given.

Super5 League will have official league photographers at any given match day. They will be made visible through Hi-Vis jackets. If any team/player has issue with their photograph being taken they must make the League aware of this. Any Official photographs may be used on Super5 League Social media, website, and promotional materials. Photographs may be removed at the request of a Club/Player.