

**League/Tournament Form (1 of 2)\*\*\*\***

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**Team:\*\*\*\*** \_\_\_\_\_ **Company:** \_\_\_\_\_  
**Address:** \_\_\_\_\_  
**Telephone:** \_\_\_\_\_  
**Team Captain:** \_\_\_\_\_  
**email:** \_\_\_\_\_ **Mobile:** \_\_\_\_\_  
**Alternate Rep:\*** \_\_\_\_\_  
**email:** \_\_\_\_\_ **Mobile:** \_\_\_\_\_

**Team Colours Description:** Home \_\_\_\_\_ Away \_\_\_\_\_

**Preferred Time of Play:** 1<sup>st</sup> \_\_\_\_\_ 2<sup>nd</sup> \_\_\_\_\_ 3<sup>rd</sup> \_\_\_\_\_  
**Preferred Day of Play:** 1<sup>st</sup> \_\_\_\_\_ 2<sup>nd</sup> \_\_\_\_\_ 3<sup>rd</sup> \_\_\_\_\_  
**Preferred Venue:** 1<sup>st</sup> \_\_\_\_\_ 2<sup>nd</sup> \_\_\_\_\_ 3<sup>rd</sup> \_\_\_\_\_

**League Fees:** € \_\_\_\_\_  
 By cheque: Made out to 'Socia Sports CLG'  
 By EFT: Bank of Ireland, Walkinstown, Dublin 12. (BOFIE2D)  
 A/C 13691357 Sort: 90-02-87  
 IBAN IE73BOFI90028713691357  
 Cash: Only taken on request. Contact office to organise.

**Games:** Approx 14\*\* league games and 1 League final/Shield Cup

[The league endeavours to provide a full schedule of games for all teams but takes no responsibility for teams not attending fixtures. Where a team postpones/fails to fulfil a fixture (even if they resign from the league), they will be charged/fined €25 minimum per game missed, and we will try to find an available team on the night to at least offer their opposition a friendly game. The league is not responsible for any cancelations outside of its control, such as medical, weather, natural disaster, or similar related cancelations, but it will, where possible, reschedule all games once pitches, or venues become available]

I have read the terms, conditions, disclaimer, and rules of this competition and agree on behalf of my team, to abide by these rules. I agree to indemnify the tournament organisers from any responsibilities relating to injury or abuse during the event. I agree to play the tournament in the spirit in which it was set up, ethically, making it a fun event for all involved. I agree to notify all players participating with our team of these conditions and work with the tournament organisers to make this a successful social event. I understand that our team can be suspended/expelled from the leagues for misbehaviour\*\*\*.

**Signed:** \_\_\_\_\_ **Date** \_\_\_\_\_ **Page 1 of 2 + Rules**

I agree to allow the names, phone numbers and email addresses noted above to be used on the tournament management system for communication purposes related to Inter7s.com/Socia Sports CLG/MAI and its related events. I agree to abide by the Inter7s.com Web and email usage policy, namely that permission must be sought to use any of the contacts listed, for any purposes other than organizing, cancelling, or re-scheduling games and related events. I agree not to market any services through this list. I agree not to blanket respond to emails unless totally necessary. I also agree to advise players participating on our team that this will apply to their application and membership too. The league reserves the right to email or text players the club newsletter, special offers, urgent news and appeals. The league will keep this to a minimum.

**Signed:** \_\_\_\_\_ **Date** \_\_\_\_\_ **Page 1 of 2 + Rules**

Contact us at: [www.inter7s.com](http://www.inter7s.com) [info@inter7s.com](mailto:info@inter7s.com) 00 353 1 906 0008  
 Become our friends on Facebook – @intersevens



\* Two team contacts are required for all teams.

\*\* Dates and number of weeks are subject to change to reflect the final number of teams signed up to the league or tournament. These changes will be notified to the teams.

\*\*\* Particular attention should be paid to the section on insurances, required equipment and that of the format of the games in the absence of referees.

\*\*\*\* This information is purely for use within the inter7s.com leagues and the MAI, and we endeavour to provide as much information at the beginning of the tournament or through the website as possible. Please remember that most of these emails are work emails, and blanket responses, smart comments or unrelated emails would be unsolicited.

\*\*\*\*\* The league reserves the right to reject/remove any team that they deem to be too good for the standard of a leagues, or that they feel are selective in the seasons that they enter in order to win, or gain access to particular events.

## Further Notes:

In order to assist us, the monitors and the participating teams, it is a **requirement** to provide us the following information. We are available to put this information together, including a free crest making service. With one week's notice, we can alter or edit this information on the site.

- Team logo or crest.
- Firm/Company logo and permission to place on the website, if desired.
- Firm/Company web address and permission to put a link on our site, if desired.
- Player details and team data sheet.
- 100 words about the team, location, and company.
- Head shots of the two captains.
- Team photo with kit.
- Image of the team colours. (You can use the football kit designer at <http://football.kitdesigner.co.uk> to produce this. Right click on finished image, copy and paste it into an email to us)

## Team Data Sheets:

For registration and administration purposes it is a requirement that all captains to fill out and keep up to date their online player and team registration form at inter7s.com, including photos, logos and crests. The league is available to assist with that should you wish.

Teams can invite up other players to play in the games, BUT only registered players can participate in our finals days, tournaments and apply for club discounts and special offers.

## Homophobia, Discrimination and Foul/Unsuitable Language:

Our league is accepting of all individuals and teams from any background, religion, persuasion, colour, size, ability and economic position. Any form of discrimination, in any way, is not accepted.

## UTLISE NO FOUL, SEXIST, SEXUAL, DESPECTIVE OR DEROGATORY LANGUAGE AT THE VENUE.

Monitors, Site Managers and Referees are instructed to put a stop to all abusive language on site, and to automatically remove, at the time, ANY player found to use homophobic, or discriminatory language to another, or utilising overly aggressive or abusive language at any individual on site, whether they be on their team or not. This extends out to any external articles, social media or communications, at the discretion of the league.

## Rough Play / Unsporting Play:

People come to the leagues to find a safe place to play. This is not the Champion's League, and if that is what you want, please search for another league, or sign up to our Premier League, when that launches. Rough and unsporting play is not permitted, and will be closed down quickly by the monitors, but we ask that all teams ensure that monitors are not put in that position by managing their team before that goes out of control. Any player found to attack another, even in 'self-defence', will be indefinitely suspended from the league, subject to investigation. Where a team does not withdraw from conflict, the whole team will be suspended. 'NEVER has there been a situation where more conflict resolves conflict, whereas stepping back generally does.'

## NOTES TO CAPTAINS AND MANAGERS:

VERSION: 9:23 [LEAGUES]

To assist in a smooth flowing league and tournament, we would ask that all captains and managers participate in assisting us to manage the event. The requirements on the captains and managers are **not** onerous. These are outlined below. If you wish to assist with leagues, events and charity events further, please contact us, as we are always looking for volunteers.

### It IS the duty of each team captain to:

- Understand and comply with the rules of play and the rules of the venue.
- Assist, with your players, the monitor with set up and close down of the pitches, including placing and returning of goals.
- Wear a distinguishing captain's armband, which we provide, and ensure that there is always a captain at/on the pitch.
- Facilitate the management of the game with the opposing team's captain to ensure a free-flowing and safe game.
- Ensure that your team understands, in league/group stage games with no referees, that the game is over the next time the ball leaves play following the end of game whistle/horn/siren. If a corner, free kick, or penalty is in progress at the time, the game continues until the ball enters and then leaves play.
- Where our pitches are not set up, OR, where your team is playing a final game on a night, and where required, **YOU MUST** provide at least 2 players to assist with the collecting, or storing, of the goals on your pitch to/from the storage area as directed by the monitor on the night. This collective action is the only way we can ensure you will get full use of the rental hour.
- Ensure that all players understand that should ball from another pitch come onto yours, you should look up, and return it to where it came from. If you are unsure, you return it to the monitor at the centre. Any player found to be kicking the ball off, with no thought, will be removed and reprimanded. When your ball traverses onto another, you DO NOT go onto that pitch for any reason. You must request a monitor to do so.
- Remove players of their own team who are being aggressive, abusive or a danger to other players.
- Ensure that the team calls, in a fair manner, all fouls, throw ins, corners and penalties.
- Provide and sign off, where required, scores at the field of play prior to leaving.
- Ensure that Inter7s.com balls and equipment provided at the pitch are all back in place prior to leaving or reported as missing.
- Ensure that all players are properly equipped, including wearing the right footwear as indicated by each individual centre.
- Ensure that all players are properly colour coordinated and toggled out.
- Ensure that only the agreed number of players are on the pitch at any one time.
- Ensure that subs jerseys are covered to ensure that no confusion occurs.
- Cut short any incident, argument, or problem, to ensure that the game flows more smoothly, even if this requires a talk with the opposing captain or the monitor.
- Ensure that your team understands that ANY player attacking another, even in self-defence, and ANY team acting with pack mentality and/or converging on another team, will be indefinitely suspended, even if they felt they had the right. **NO CONFLICT HAS EVER BEEN IMPROVED WITH FURTHER CONFLICT.** Take the player/team away from the conflict zone.
- Ensure that players enjoy the experience and report back to the league any concerns.
- Attend any captains meeting called by the club. (There will be maximum 1 per season)
- If a captain(s) is not chosen, the person who registers the team is automatically assumed to take that position.
- Ensure that captain registration rules are followed, particularly noting the following:
  - 2 captains MUST be signed up before the first game can be played.
  - When a captain leaves, at any point, THEY must ensure that they are replaced on the system and that the new captain takes over signs the online form to replace them.
  - One captains MUST be at every game. If they are not in attendance, they MUST delegate another person.

### It IS NOT the duty of each team captain to:

- Liase with any other member of the opposing team other than the captain where issues occur.
- Physically remove any person from the pitch or grounds.
- Alter any of the rules of play.
- Call the end of a game prematurely.
- Enter verbal, or physical conflict with any other person.



It IS the duty of monitors, where provided, to:

- REMAIN AT THE CENTRE OF THE PITCHES AT ALL TIMES.
- Ensure that all teams are directed to pitches and the opposition, advising who kicks off and who picks direction.
- Ensure that all games start and finish on time.
- Ensure that the league gets all information from games.
- Ensure that all captains, kit and equipment are in order.
- Alter opposition, pitch, game duration, time allotment etc, where required.
- Intervene where rough play, abuse or unfair play is observed.
- Work with captains to agree resolutions to issues. While at the pitches
- Confirm rules and regulations.
- Ensure that the equipment is in good condition, including nets, and make good where they are not, and where possible.
- Ensure that any team incentives, kit or balls that are delivered to site, are distributed to the teams listed.
- Keep in good condition the monitors site bag.
- Provide stock list of site bags, and requests for further stock, where requested in a timely manner.
- Wear, at all times, the inter7s monitors kit, and request replacements, in a timely manner, when needed.
- Provide the league with reports on game incidents, where these are required.
- Keep track of all work time, on and off the field, and provide to inter7s.com on request.

It is NOT the duty of monitors, where provided, to:

- Referee the matches.
- Participate in any match while on duty.
- Remove people from the grounds.
- Take abuse from any person or agent.

There are 6 unwritten fair play rules that we would like to retain in the leagues and tournaments, but that can't be enforced.

- Where no keeper's boxes are marked, fair tolerance is given to the keeper.
- Where teams arrive with too many or too few players, team numbers are adapted to suit, or players are requested from other teams, subject to compliance with the revised rule of requiring 7 players on the pitch by 15 minutes into the match.
- Where teams or players are late, time is afforded to them to arrive, or team numbers are adjusted temporarily to ensure prompt start of the game. Subject to additional note above.
- Teams don't bring in additional experienced players or other players from teams, specifically chosen to boost their team for certain events.
- As much tolerance as possible be given with foul throws. Advise the team to rectify it before calling them as fouls.
- Our rules are concise and clear, BUT, these are to prevent constant offenders from continuing to do so, NOT, punish one off situations. The monitor AND management staff have the right to NOT enforce a rule, fine, or condition where the fair play rules of socia soccer are better suited. For example, a team being late due to traffic, parking issues, public transport issues, and weather.

## **RULES**

### **DISCLAIMER**

Inter7s.com, MAI and all agents acting on behalf of Socia Sports CLG, note that we carry standard Public Liability insurance, as required for Social and Sports clubs. (Copy available on request) **WE DO NOT PROVIDE ACCIDENT/INJURY INSURANCE.** It is the responsibility of each team or player to organise their own personal accident insurance if required.

We would be more than happy to direct you towards brokers that would be able to cover your insurance needs.

We are, at all times, reviewing insurance and offers for members, so please ask in case this changes.

We accept no responsibility for any loss, damage, disputes, injuries, death, litigation, legal expenses, or any actions by or to the attendees at the leagues/tournaments/events, or any visitors or spectators, whether it be directly or indirectly caused by wilful or accidental acts by aforementioned parties, our servants, agents or invitees, including breach of statutory duty or contract by each team from the venue.

### **ALTERATIONS TO FORMAT AND RULES**

The organisers can at any time alter the format, rules, or regulations of the tournament. These will be displayed on the website, and advised to the captains and/or players. We reserve the right to change our rules and conditions at any time, without notification.

### **PROOF OF ID**

In the absence of membership cards, all players are required to bring photo ID to any of our venues and games.

The league, and any of its agents, are, at all times, entitled to request proof of identification of any player to ensure the age, registration status and identity of that player. Failure to have photographic ID to hand, or failure to produce it on request, can result in that player being unable to play at the event or game.

Any player, or team, found to be lying about their personal data, are liable to be suspended, or even expelled from the league. If the situation is more serious, such as assault or legal claims, this may result in prosecution.

### **AGE RULE**

No players younger than 18 are permitted to play in the competition, unless it is a junior event, or specifically advised. It is the responsibility of the team captain to ensure that all players are of the correct age. Any team found to field players younger than 18 are liable to being removed from the league for that current season, and potentially longer, the captains suspended/expelled, and/or a fine of up to €800. The responsibility of any issues arising from the fielding of a player younger than 18, will solely lay with the captains that signed and registered the team.

Any player younger than 18 must fulfil the league rules for under-age players, where that is applicable/available, where the event is established to cater for that age, and where the parents fill out the correct forms.

**Captains should not underestimate the important of the Age and Proof of ID rules. Any situation that results in an adolescent that is hurt, assaulted, abused, or hurt at our pitches, will involve the underage player's parents, and most likely the police, in a lengthy and costly process. Assault, or abuse, to a juvenile is a serious offence, and knowingly exposing others to this, exposing an adolescent to this, is deemed by the league as a very serious offence.**

### **REFEREES**

Most of the inter7s.com league events do not utilise referees, but monitors, and it is requested that the representatives for each team remind their teams that although this is a competitive sport, the competition was set up as a fund-raising, fun event, and we would ask that all games are played in a respectful and sport-manlike manner. We may introduce a premier league with referees, but we will never introduce referees to our social games. The league reserves the right to eject any team that they feel are not playing in that spirit.

### **MONITORS**

Monitors will be at all sites that we operate from and will be governed by the rules at the start of this document. Where monitors, for any reason, do not turn up on site, it is up to the captains to monitor their teams and the site in order to ensure games continue, or call the fixture off should that be required. We know that in the rare event of monitors not attending, teams are well able to run the fixture.

## **DISPUTES**

Any disputes that arise should be dealt with on the pitch where possible or following the game between the main representatives of all the teams, including the monitor. Scores and issues cannot be finalised once the captains and monitors have left the pitch.

## **SCORES**

Monitors will call in the scores of every match, as it is reported to them. These will be uploaded to the site within hours. Where monitors are not supplied at a venue, each team is to fill out the SUPPLIED forms at the end of the match agreeing the score of the match and scorers of the goals, if required, with the signature of one member of each team. These will be transferred to the website results and tables within 1 day. Any errors on this must be noted within 5 days. Where no forms are supplied, each captain is to call in, email in, OR whatsapp the scores to the league. Without the scores, the league reserves the right to enter what it deems correct.

## **PARTICIPATION**

**It is a requirement that all teams have the following at every match: \***

- 1 official size soccer ball [Size 5] in good condition and pumped to the right pressure
- 1 Official Captains armband that are provided.
- 1 Ball pump.
- Identifying football strip (Jerseys only, or bibs are sufficient)
- 1 Keeper Jersey, different in colour to both team's main jerseys.
- 1 Set of goalkeeper gloves.
- Shin-guards on all players.
- Team Representative through which all communications will pass.
- Fees paid up to date to the league/charity/manager.
- All players registered on the league system.
- A squad of at least 7 players. [This can be lower at the start of a game]

\*Failure to have the above can leave the team liable to being handed various penalties at the discretion of the monitor, or referee attending on the day.

Each team is also required to fill out the form at the end of the match and submit it OR supply the results to the monitor directly. Failure to do so could result in the match result being void.

**It is the responsibility of each team to:**

Have access to first aid kit adequate for their team.

Have Insurances required for their team or advise players to get their own.

Have adequate footwear for the surface being utilised, and that which the venue advises is acceptable.

Abide by the venue/grounds own rules for use of facilities.

## **COMPETITION FORMAT (LEAGUE SECTION)**

The inter7s.com competitions are generally run in a league format with the following rules.

- **Three** points shall be awarded for a win, **One** point for a draw and **No** points for a loss (Three points will be awarded to the attending team where the opposing team fails to show, and a scoreline of 3-0 will be given in favour of the attending team)
- League tables will be generated on the standard FIFA/UEFA system, with the team with more points, being positioned above those with lower points.
- Where 2 or more teams are tied, on points, the table positioning of the teams will follow the following criteria:
  - o Result of game between the sides that are tied (Wins, loss and draw only)
  - o Highest head to head goal Difference between the sides that are tied.
  - o Highest amount of head to head goals scored between the sides that are tied.
  - o Highest Goal Difference on the league tables.
  - o Team with all, or highest, amount of league payments made. [AND must have players registered]
  - o Team behaviour, league penalties and fines, as decided by the league operators.
  - o Team with the lowest amount of requested postponements, or attendance issues.
  - o If still tied, the league can choose a suitable variation, game, shootout, or coin flip.

*[Note, that in principle, in the background, tied teams are extracted from the full league table, and placed into a separate league table, where these calculations are worked out.]*

## **COMPETITION FORMAT (KNOCK OUT SECTION ONLY)**

Where a competition goes to knock out stages, or has no league format, games will run on standard FIFA rules of the time, with the highest scoring team winning the game and progressing to the next stage, unless the league or tournament directors advise differently. Where a game is tied/drawn when a game reaches full time, the game will rules will revert to the Socia-Law SS09-1 'Knock-out stage score draws', where the game will continue and each team will drop a player every two minutes until a goal is scored. Golden Goal.

## **OTHER COMPETITIONS**

The league *generally* run 4 other competitions of note [The format of these may change at any time, or at smaller isolated venues]

- Champions League:** Open to the winner of each division in the Inter7s.com's League, with significant prizes. These have included trips to Manchester, Slovenia and Madrid, match tickets, kit and more.
- League Cup:** Open to the first and second position teams in each division of 8 in the Inter7s.com leagues, and the top team in any division with less teams. Those teams will play a competition on the final week to claim winning rights to the league cups, and prizes including match tickets, kits, medals and trophies.
- Shield Cup:** Open to all teams in the Inter7s.com's League that do not qualify for the above and held in tandem with the League Cup on the final week of the league. Prizes vary on numbers of teams and entry fee.
- Tournaments:** The club also run external tournaments throughout the year for charities, with our teams getting priority entry to any which they wish to play in. These include FIFCO, F5WC and the Red Bull Neymar Junior 5s.

### **The league reserves the right to prevent teams participating in league cups or tournaments, including IFCL if:**

They have not played in the league for at least 2 seasons before and one season after the event.

They are not fully paid up AND/OR they do not have their team data input, or up to date.

They are no longer a member of the league.

They do not have a matching set of playing tops.

They have 3 team rule breaches within a season.

They have failed to attend the captain's meeting.

They can't field the players from the team that won the division at the time.

## **ATTENDANCE PENALTIES**

### **Punctuality:**

Every team MUST attend all fixtures, unless with agreement from the league and opposing team.

Due to the standard and quality of facilities, games will proceed in most weather types. The league will advise of alteration in schedule.

A team must have a minimum of 5 of their players in attendance and on the pitch at time of Kick Off. They can borrow players to make their team up to 7, but no more, and to facilitate the start of the game, but teams MAY, at the decision of the league only, be subject to the following penalties should they fail to start on time:

Failing to have 6 players on pitch 10 min after KO – €5 fine per 5 mins, €20 max, & 1 goal penalty per 10 minutes\*

Failing to have 7 players on the pitch 25 min after KO – WO [Walk Over] awarded to opposition.\*

*\* WO/Goal penalties will generally **NOT** be issued by the league, only in serious OR re offending cases at our discretion.*

### **Postponing/Cancelling/Rescheduling Games:**

- The league has the right to charge any team the additional administration, monitoring and/or facility costs to any team that requests, or is responsible for a postponed game, whether they wish to replay it or not. The other team will not be expected to bare any costs and cannot make any claim for costs with relation to the postponement.
- Teams will be permitted to postpone a game(s) under the following conditions:
  - Any team cancelling within 32 hours of a game will concede to a walk over, unless under extreme circumstances where the other team agrees to a reschedule and slots being available.
  - Any team cancelling within 56 hours of a game can apply for a postponement, which will be considered, but as noted above, subject to any venues and playing slots being available.
  - Any team looking for any fixture postponements, that apply for them within the first 2 weeks of the season, OR any new team that enter under the late team in rule, will be given full priority and choice of open playing slots during the season, up to 2 matches, and with agreement of the opposition.
  - There will be a minimum cost of €25 to reschedule a game, increased to €50 where is it scheduled independent of any other scheduled games, ie where we have to create a new slot to play and bring in a monitor specific to that.



- The league has the right to postpone, without refund, any games, at any time, and does not have to issue reason or statement. They will, though, endeavour to give adequate notice to all teams.
- The league cannot be held liable for any pitch cancellations or postponed games, whether that be due to weather, double bookings, power cuts, pandemics, damage to surface, vandalism, or in access to the area or facilities whether by their own negligence, that of the members or by others. The league will, though, be duty-bound to attempt to re-establish any fixtures at the minimal cost to the members, or free where adequate club funds are available.
- Where a game is postponed/cancelled due to circumstances outside the control of the league operators, weather, power cut, council closure etc, the following week will automatically default to:
  - a) **[Where it occurs before mid season]** A 'Double Header' of the schedule as scheduled for that next week retained. The games that were postponed/cancelled will be moved and played in full at a future date.
  - b) **[Where it occurs after mid season]** The following week will cater for both games, that which was cancelled and that which was scheduled, each being half the regular time, with the result doubled as per 'Double Header' rules.
    - That said, the league will endeavour, where it can to:
      - 1) Find another date to run the games in full.
      - 2) Try to get extra time for the night, so that the double headers will be longer.
- All games MUST be finished by the end of any given season and the finals night of that season. Although we endeavour to do so, at times, this is not possible and to ensure that our league tables reflect the standings, we will ensure that all games are input on the following basis:
  - Where both teams requested a postponement, the result will be input as 0-0
  - Where one team requested a postponement, they will lose the game 3-0
  - Where a team withdraws from a league, and we were unable to replace them:
    - **[Where it occurs before mid season]** ALL games will be input as a 3-0 loss.
    - **[Where it occurs after mid season]** The second round of games will ALL be a copy of the previously first schedule played games, once they played each team at least once.
  - The league reserves the right to introduce a team to take over another's results, if they feel that it is fair, at any time to ensure the competitive continuation of the league, and reverse that should it be clearly unfair.

## DOUBLE HEADERS:

From time to time, mostly due to reschedules and game cancellations, the league will implement a double header fixture. This means that the game being played represents TWO, and sometimes, three games on the schedule. Both captains will be offered the following options, with the first being the default if they fail to reach a consensus and advise the monitor/referee before the game:

- i) One full game will be played, with the result being inserted 2 times on the schedule.
- ii) Two 23 minute games will be played with the result of each game being doubled, and then input on the schedule.

## Non-Attendance:

The league has the right to suspend, with €50 penalty per game, or expel, without refund, a team from the leagues if:

- i) They fail to attend 3 or more matches in a season, 5 over 2 seasons and/or 6 over 3 seasons.
- ii) They fail to advise the league and the opposition of a game cancellation with more than 4 hours' notice of the game on 2 occasions in one season, or 3 over two or three seasons.

These penalties and costs extend out to teams that withdraw from the league at short notice, costs which will be passed on, unless they or the league, find an alternative team to take their place. In that instance, any additional costs absorbed by the league will only be passed on.

## LEAGUE FEES, TEAM LIST AND FORMS

### Payments:

Every team must pay their league or tournament fees on time, and as per the rules of each competition. Confirmation of attendance at the competition whether verbally, by email or on league/club forms, is acceptance of these rules and terms, and full payment can be sought by the league, whether that team attends any fixtures, or not, and for any reason.

- i) The league has the right to expel any participating team for not having their league payments, or data up to date.
- ii) Any team OR **player** that is not fully paid up, at any time during the season, or previous seasons, extending out to other teams they evolved from, or were involved in, and/or any team that does not have their team and player data and forms up to date for the current season will be excluded from any club incentives, including access to match tickets, discounts, free kits, vouchers, league finals, and any and all other incentives, until such point as the information and fees are up to date, and the league agrees so.



- iii) The league takes no responsibility for any member applying and participating under their company name, or using a company name, and takes it that the applicant has full permission to do so from that company. The league takes it that all data on the application form is correct and true. Any fraudulent use of company or falsification of names or details will be dealt with in the strongest terms by the club.
- iv) The league has the right to, and will pursue, any member, team or company that has registered for the leagues and fails to pay the agreed fees, whether wholly or part thereof, including any administration, legal and/or interest charges. All discounts, incentives, including kit, will also be sought back, or to be paid for in full.
- v) All teams AND players of those teams, that fail to pay their fees in full, will be added to the inter7s.com 'Offenders List'.
- vi) The club has the right to publish, for the members, any team, or player, that has failed to pay their fees and/or that refuses to enter communications with us regarding any outstanding fees, but we will take every effort not to have to take this action, including mediation (at the team's cost), negotiation and reaching fair compromises with the member/team.
- vii) **ANY PLAYER** that is from a team that is in financial debt to the inter7s leagues, any other of the MAI competitions, their partners, or events, is indefinitely suspended from our competitions in the territory of the Republic of Ireland, any events we partner with internationally and the national teams. The player may pay their portion of the team debt, calculated by us, which could result in them being permitted back into the leagues and tournaments after a period of no less than 3 weeks, and as defined by the league.

## **CHARITIES AND THE CHARITY FUND**

Our club endeavours to give as much money to charity, local projects, and clubs as we can, and in essence, all profits will be either used for this or expanding our own club. From 2021 onwards, we are utilising these funds for the promotion of mental health and suicide awareness. We protect this fund vigorously and would expect our members to do so also. With that said, the league has the right to reduce the charity fund where a team or member fails to pay their fees, to prevent the club itself taking on the debt. This will be notified to the members.

The league has the right to withdraw the charity funding to a charity, project, or club where:

- i) They fail to respond to communications on 2 occasions within 7 days, to any requests from our organisation.
- ii) The organisers feel that the charity or club is in breach of their duties as an organisation.
- iii) Supporting a charity/club creates a conflict of interest, contract, or political/ religious statement for our organisation.

## **FINES**

Any team failing to comply with the league rules is liable to be fined and/or have points deducted within the league by decision of the league management, who will have no obligation to give reason, or provide report on the matter.

In general the penalties are set out below, and subject to change, depending on the nature of the breach.

Basic fines will be issued on a '**3 strike rule**', ie you will be fined from the 3rd incident onwards, except serious breaches, abuse, failure to attend a game or the captains meeting, which are direct and immediate fines.

[Teams must note that the league can deduct points for failure to comply with these rules, at any time from the first incident onwards.]

No captain's armband:	€5
Inadequate/No Match Ball:	€5
Late for match	€5 per 5 minutes, up to €20 [Plus potential of goal panalties]
Failure to attend match:	€25/€50
Non matching shirts:	€5
Non Reporting/Signing of scores:	€5
Non-attendance of Captains Meeting:	€10
Interfering with/Verbally Abusing another person:	€25 to €250

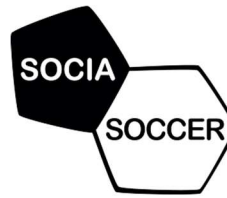
**The league reserves the right to introduce fines around any area of the game that are not mentioned above.**

**Fines must be paid within 28 days, otherwise they are doubled and the team will be suspended until payment is received.**

The league has the right to request a team to change their captain if they feel, for any reason, that the current captain is not fulfilling his obligations, and the league does not have to offer the team any reason for doing so.

Any team that has not fully paid up for their participation is subject to fine and/or deducting of points, or ejection from the league without any refund on previous fees paid.

A captain or representative of each team must attend the captains meeting if/when they are organised.



## **PHOTOGRAPHS AND VIDEOS**

At times we will have videos and photographs of events. We are also aware that we will have monitor, organiser, captain and player images and videos. These will all be used for social media, promotion, and record reasons.

At no point will any person be permitted to submit, promote, or provide 'video or photo evidence' of issues on pitches, that could affect the outcome of a game. All staff and partners of inter7s.com have been instructed NOT to view any of these during the course of an event.

We will, though, and have reviewed footage at times after an event in order to resolve issues of dangerous play, assault, intimidation and the likes.

We retain the right, at all times, to utilise footage in order to penalise and issue penalties to teams and players in order to create a safer environment for our players, but due to resources and the sheer extent of work that would land on us, we can at no time review or use this footage to affect the outcome of any game, league or tournament.

Where cameras are used at events, or live streaming is active at a venue, we reserve the right to utilise the footage from that to promote, and report on games.



## **THE LAWS OF FIFA & FAI SHALL APPLY, WITH THE FOLLOWING ADAPTATIONS:**

### **LAW 1: FIELD OF PLAY**

Field of play will be adjusted to suit the pitches available at the grounds played at.

Where no keeper's area is provided, the rule of thumb for the size of the keeper's box is a semi-circle drawn from the centre point of the goal line to a point equidistant between this point and the corner of the field.

There is no head height limit for the ball.

### **LAW 2: THE BALL**

A size five (5) official size and weight, all weather soccer ball must be used for all competitions.

### **LAW 3: PLAYERS**

There is no maximum number of players permitted on a team squad.

A maximum of 12 people, players, coaches and staff are permitted at the pitch.

No spectators are permitted at the pitches.

No players, other than those playing, shall be visibly kitted/togged out on sideline.

Only seven (7) players, including a goalkeeper, may be on the field of play at any time, unless previously agreed with the opposing team. [Unless a different format of play is adopted]

Where a team exceeds the number of players permitted on the field of play, for any amount of time, for any reason, the monitor/referee is permitted to stop the game and award the opposing team a free kick from the place at which the additional player is. This can include ruling out any event, including a goal, that the offending team gained from during that time. The monitor is NOT to be drawn on this, and can make their own decision depending on the situation.

Where a team attends with less than 5 players, a walkover will automatically apply, otherwise teams are requested to find a solution to ensure a game of some sort proceeds.

A referee/monitor is permitted to request a player to leave the centre of play for ANY foul/abusive/aggressive/dangerous conduct, and the that team is permitted to replace that player with another. In the situation where the player was involved in SERIOUS events, the monitor is permitted to remove that player from the field of play, or the centre, AND not permit the team to replace them.

The inter7s.com leagues endorse and promote the borrowing of players from other teams where teams are short on players for legitimate reasons, and subject to strict conditions.

Unless agreed prior to the game with the opposing captain, any 'borrowed' player(s) from another team deemed to be in a position to benefit their own team directly from their involvement in the game is prohibited from playing the game. Breaches of this rule may have penalties against their own team as well as that which they were borrowed for.

### **LAW 4: SUBSTITUTIONS**

Substitutions may be made at any time, and on a rotational basis. This MUST take place from the centre of the pitch, unless otherwise stated, and the other player MUST be fully off the pitch before the other one enters.

Where the goalkeeper is alternating with a player on the pitch, the ball must be out of play, and both teams must allow time for the change to take place.

The person with the goalkeeper gloves on will always be defined as the keeper, and no variation of this applies.

### **LAW 5: DURATION OF GAME**

Each league game is GENERALLY 50 to 55 minutes with no half time break, unless each team agrees to a 5-minute break.

A monitor is also permitted to call half time where the weather conditions give excessive advantage to one team over another.

There is no guaranteed game length, but the finish time of a game is fixed. [Games can vary at other events that we run]

At the end of the game, the monitor/referee will clearly indicate to the teams that the game has concluded. The game is therefore finished **the next time the ball leaves the pitch**. If the ball is already out, it MUST come back into play, that includes penalties, free kicks and corner kicks that are in progress, which must be taken until the ball goes dead.

The first few games of ALL seasons will generally be shortened to allow the monitors give a quick introduction, take photos, and gather outstanding information. This is generally 5 to 10 minutes over two weeks. The quicker teams work with this, or provide the data before the games, the quicker games will commence.

## DOUBLE HEADERS:

From time to time, mostly due to reschedules and game cancelations, the league will implement a double header fixture. This means that the game being played represents TWO, and sometimes, three games on the schedule. Both captains will be offered the following options, with the first being the default if they fail to reach a consensus and advise the monitor/referee before the game:

- i) One full game will be played, with the result being inserted 2 times on the schedule.
- ii) Two 23 minute games will be played with the result of each game being doubled, and then input on the schedule.

## **LAW 11: OFFSIDE**

There shall be no offside in any games.

## **LAW 12: FOULS AND MISCONDUCT**

Where no referees are provided there shall be no yellow or red cards, although where there is a situation of serious mis-conduct, the organiser/monitor/referee can issue a 'decision', which can take the place of a full match ban, to a ban from the tournament for that player/team, as directed only by monitor or referee on site at the time.

Violent Conduct, verbal abuse or dangerous play will be treated as above.

Monitors will be requested to remove ANY player from a game, that tackles another from behind, resulting in any contact on that player. Monitors will be requested to step in where they feel ANY player, or team, is delaying a game near the end, in order to ensure a win. Monitors will be requested to step in where they feel ANY player, or team, is clearly breaching the rules, to win a game, such as clearly 'taking out' a player that is clear on goal. Penalties for this can include the awarding of the whole game to the other team, 3-0.

The directors and promoters of the tournament reserve the right to over-rule any decision made by any team representatives, referee or monitor, to ban or partially ban a player or team where good reason is found, without having to provide reason for same, refund or compensation. This will only ever be done in the interest of maintaining the ethical standards and values of the tournament as set out when founded.

The league stands by its statement that, in general, confrontation will NEVER resolve or reduce confrontation. ANY player or team seen 'standing to' another, running the length of the pitch 'to help', striking another, or instigating/pushing for a negative response, will be automatically indefinitely suspended from the leagues. EVEN IF THESE ACTIONS WERE IN THEIR OWN DEFENCE. We know for FACT that where a team actively pulls its players back from confrontation, it does not escalate. They may feel hard done by, BUT, escalation causes more problems and is our main concern for player safety. We will ban ANY team where 4 or more players are actively seen operating with a pack mentality against another player or team. Our leagues have no room for this type of player, team or mentality, and has operated for many years without teams like this.

**And finally, to answer the question, 'well why don't you have referees?', our response is, 'if that is what you think, then maybe your team is the issue, as most of the other teams happily and safely operate under the socia-sports rules'. We will happily find you another league that has referees, BUT we will NOT be introducing referees into a system that works for the most part.**

## **LAW 13: FREE KICKS**

The opposition shall be at least **three** metres from the ball at the time of the free kick. A free kick can be taken at any time once the ball is in position and not moving.

## **LAW 14: PENALTY KICK**

Penalties shall be taken from a spot 8 metres from the goal line, or as marked on the pitch. In general this is a point 1 metre further out from the edge of the keepers box.

## **LAW 16: GOAL KICKS**

If the ball goes out for a goal kick, it must be reintroduced into play from a kickout within the keeper's box. Opposing players must be at least 3 metres from the kick out.



## **LAW 17: TIP OFF AND GOALS**

In general, at the start of a game, the team on the left of the fixture tips off, and that on the right selects the direction.

Where the rule above does not apply, before commencing the game a coin should be flipped. The winning team can pick either to tip off or the direction that they will play in. The other team will be then offered the choice not taken up by the other team, ie to tip, or direction.

A goal can be scored from any area on the field of play, but not from a tip off, goal kick, or throw in.

Once a goal is scored, the other team must tip off from the centre point of the field with all players from each team being on their half of the pitch.

Only one player is required in the centre to start the game, but they must tip the pass to another player on their team.

All players must be at least 7 metres away from the player(s) tipping off.

## **LAW 17: GOAL KEEPERS**

Goal keepers are permitted to leave the keepers area during play.

Goal keepers are permitted to go to ground, but only to obtain the ball and where it is safe to do so, not in close proximity to other players.

## **PLAYERS EQUIPMENT**

All players must wear the same colour as the other players on their team, and different to the opposing players.

Substitutes should cover over their playing top if not on the pitch.

All players, including substitutes, **must** wear shin guards. A player will not be allowed to participate if he/she is not wearing a complete and safe set of shin guards.

All players **MUST** wear adequate playing footwear. This ranges from Astro turf boots to 'mouldies', to blades, to soccer boots with plastic studs. Smooth soled tennis shoes, casual footwear and long, or metal studs are, not permitted. At all times, the rules of the sports centre and pitch that you are playing at will supersede those written here, except that metal and long studs are **NEVER** permitted.

Any damage caused to a playing surface, by a player, will be charged by the centre to that player/team.

Keepers should wear gloves, long sleeves, and long bottoms.

Keepers must wear a different colour top to all other players on the field, except the opposing goalkeeper.

## **SOCIA-SOCCER-LAWS**

To reinforce, strengthen and make fair the Socia Soccer rules, we have continuously met with captains and teams, had debates, and taken advice on the current rulings in soccer, to try to devise a set of rules that were easy to understand and implement. To the most part, we have done this successfully, but as with all events, we humans need a little more detail in areas. We have therefore expanded out on sections of the rules below, to make clearer, how some of the more controversial rules are defined.

### **SOCIA-LAW SS01 'POACHING'**

**Poaching: Def; The illegal taking or tapping of players contrary to league laws.**

Until the club is in a position to set up a solid and monitored player registration list, and/or, a player transfer window, we won't be able to monitor or be involved in any incidents of poaching. That said, it was agreed by the club members that:

Poaching is **not** an illegal act.

No 'rule' or 'law' is to be implemented for poaching within our club.

A code of practice/ethics is to be set up.

#### **The base of the code of practice issued to all teams is:**

It is frowned upon, but not illegal, to poach players in any format.

Every player has the right to move from one team to another but should advise the club within 1 week so that we can update the team lists.

Players should generally only move from one team to another at the end of the 15-week season, although there are no rules to block movement at any time.

A player can play on as many teams as they so wish within the club, and we particularly encourage players to play for other teams in other divisions/leagues within the club.

A player must elect which CL [Champions League] team they are playing for, two weeks before the competition, should 2 of his teams get into the competition.

Our guidelines will, in general, follow suit with those in the Irish AFL (Amateur Football League).

### **SOCIA-LAW SS02-2 'THE RINGER RULE'**

**Ringer: Def; 'An athlete or horse fraudulently substituted for another in a competition'**

A team can borrow a keeper at any stage, if they can demonstrate that their keeper is unavailable, or out of action.

A team must have a minimum of 5 of their players in attendance and on the pitch at time of Kick Off. They can borrow players to make their team up to 7, or whatever the chosen number of players is in that particular tournament/league, but no more, and to facilitate the start of the game.

Captains can agree to overlook this rule once **BOTH** captains note this to the referee/monitor on duty, prior to the game.

### **SOCIA-LAW SS03 'GOING TO GROUND'**

#### **Sliding Tackles/'Going to Ground'**

'Going to Ground' is the term that we shall use for any player ending up on the ground after an event on the pitch, if even for a short period of time. It is judged by the player ending up with one whole side of a leg in contact with the ground, OR, where they have played on with one or both arms supporting them off the ground. This includes tackles, blocks, recoveries, and players going off balance.

'Going to Ground' should not be confused with 'Dangerous play', which is where one player clearly puts another player at risk, such as sliding tackles towards players, sliding with studs showing and 'barging' during tackles resulting in the other player going to ground.

In short, players, cannot 'go to ground' during a game. If they do, the result will be an indirect free kick. If the 'going to ground' puts another player at serious risk of injury, ie dangerous play, or contact is made with the opposing player, the result will be a direct free kick. Keepers should obviously be allowed to dive to save and recover balls, and as with FIFA rulings, only when safe to do so. Contact with other players and coming out with feet first can result in penalties, as in FIFA rulings.

The player must choose to leave their feet, i.e. to reach the ball or opposing player, the player must deliberately leave their feet. The term "deliberate" here serves the purpose of separating liability in the event of a defending player by virtue of the contact nature of the sport may inadvertently be off their feet, having fallen/lost balance but would not be forbidden from trying to clear the ball simply – a player who is off their feet by choice trying to win the ball has already committed an infraction and a free/penalty will already have been conceded.

### Exceptions to the rule are:

A player may go to ground in a situation where they are not challenging a member of the opposition or clearly not in contact range of a member of the opposition, the subs or spectators, such that a player can commit to preventing a corner/throw-in. If the situation arises where a player defending is attempting to prevent the ball crossing the goal line, the same rule will apply such that the player must not be challenging a player or "a shot" and may only go to ground to re-divert the balls trajectory or stop the ball. Leaving one's feet to block a shot at or near its inception is forbidden.

Due to the serious 'Safety and Health' issues involved in this instance, our monitors have been authorised to step in, with or without invitation, to issue penalties to players that they see breaching these rules. This can be anything from a free kick upwards to suspension, with the suspension ranging from 10 minutes to that of the leagues choosing.

On site monitors and/or both captains can also call on a full 'no slide rule', which in effect means that ALL going to ground will result in a free kick, as defined above. This should only be implemented where games have degraded so much that the safety of players are at risk. It may also be implemented due to weather conditions, or at sites where the surface is not conducive to safe 'going to ground'.

### There will be an entry in the code of ethics that states:

We believe that every player should have the right to go to ground when it is clearly safe to do so, and where they are not in reach of another player or causing danger to themselves, subs or spectators. Opposing captains should celebrate such skill and allow games to continue in fairness and safety.

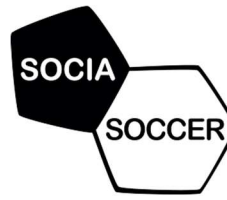
### **SOCIA-LAW SS09-1 'KNOCK-OUT STAGE SCORE DRAWS'**

Where games in a knockout format end in a score 'tie'/draw', the game will continue at full time without break under the following rules:

- 1) At full time the referee will call for each team to drop a player, the player must leave the pitch immediately and has 5 seconds to do so. Technically the game does not stop for this, but monitors/referees are requested to do this when the ball is out.
- 2) At full time, although the keeper may stay on, the goalkeeper position will be terminated, and no player may handle the ball anywhere on the pitch.
- 3) Every 2 minutes a signal will be given for another player to be dropped, and this continues until a goal is scored, resulting in that team winning.
- 4) Teams will drop down to a minimum of two players, at which time the game will continue until a goal is scored.
- 5) Captains should have the order selected prior to the commencement of the game.
- 6) If a player takes over 5 seconds to vacate the pitch, or interferes in any way with the game, an in-direct free will be awarded to the opposition. The referee/monitor can also award a penalty/suspension to that player, or goal where it was clearly blocked.
- 7) Should a player illegally prevent a goal from being scored within in the box, a direct free kick will be given to the opposition from the centre spot of the pitch, with all players being required to be behind the ball at the time of the free kick.
- 8) The league or tournament director can alter this rule at any time, and where the scenario is taking too long, and there is time to do so, can revert to penalties, or coin toss.
- 9) Teams are permitted to sub on and off during this period, but can NEVER have an additional player on the field of play.

### **SOCIA-LAW SS010-1 'FAIR PLAY – MEETING OF THE CAPTAINS'**

Each captain **MUST** meet the other captain in the centre of the field prior to the game, introduce themselves by name, choose the match ball, agree kick off and direction and if there is to be a half time in the game. Any abnormalities, such as the use of 'ringers', inadequate kit etc must be noted at this stage and agreed upon.



## NOTES AND REVISIONS

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