

Registration form (1 of 2)

Team: _____ **Company:** _____
Address: _____
Telephone: _____

Team Captain: _____
email: _____ **Mobile:** _____

Alternate Rep:* _____
email: _____ **Mobile:** _____

Team Colours Description: _____

Preferred Time of Play: 6 - 7 ___ 7 - 8 ___ 8 - 9 ___ 9 - 10 ___
Preferred Day of Play: Mon ___ Tues ___ Wed ___ Thurs ___
Venue: Irishtown ___ Sandymount ___ Clontarf ___

League Fees: **€1,250** *[The club offers €205 and €275 discounts to teams that sign up to payment schedules]*
 By cheque: Made out to 'Give N Go Ltd'
 By EFT: Bank of Ireland, Walkinstown, Dublin 12. (BOFII2D)
 A/C 41446228 Sort: 90-02-87
 IBAN IE10 BOFI 9002 8741 4462 28
 Cash: Only taken on request. Contact office to organise.

Games: Estd* 14 league games and 1 League final/Shield Cup
 [The league endeavors 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, and we will try to find an available team on the night to at least offer their opposition a friendly game]

*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.****

Signed: _____ **Date** _____

*I agree to allow the names, phone numbers and email addresses noted above to be used on the tournament website for communication purposes related to InterSevens/Give N Go Ltd and it's related events. I agree to abide by the Interfirm 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.****

Signed: _____ **Date** _____

Contact us at: www.intersevens.com info@intersevens.com 01 668 6111
 Become our friends on Facebook – Interfirm Charity Tournaments

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Registration form (2 of 2)

* Two team contacts are required for all teams.

**Dates and number of weeks are subject to change to reflect the final amount of teams signed up to the tournament. Any changes will be first agreed with the participating 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 'InterSevens' Leagues, and we endeavor 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.*

Further Notes:

In order to assist us, the monitors and the participating teams, we would request the following information to be passed on to us at your convenience. *This information is not a requirement*, and there is no pressure for you to provide it, but it will help us to present you and your team correctly on our website. With one week's notice, we can alter or edit this information on the site.

- Team logo.
- Firm/Company logo and permission to place on the website.
- Firm/Company web address and permission to put a link on our site.
- List of players for the team and their positions.
- 100 words about the team, location and company.
- Head shots of the two captains.
- Photo of the team.
- Image of the team colours. (You can utilise 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)
- Chosen charity from our current list of charities.



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NOTES TO CAPTAINS AND MANAGERS:

VERSION: 07:16 [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 participate further, please contact us, as we are always looking for volunteers.

It IS the duty of each team captain to:

- Understand the rules of play and the rules of the venue.
- Wear a distinguishing captains armband, which will be provided, and ensure that there is a captain on, or at the pitch at all times.
- Facilitate the management of the game with the opposing team's captain to ensure a free-flowing and safe game.
- Ensure that the team understands that the game is over the next time the ball leaves play following the end of game horn/siren. If a corner, free kick, or penalty is in progress at the time, this is still in play.
- Sideline 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.
- Ensure that all players are properly colour coordinated and toggled out.
- Ensure that only the agreed amount 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 players enjoy the experience and report back to the league any concerns.
- **Attend any captains meeting called by the club. (These will be maximum 1 per season, and include a pint!)**

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.

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

- Ensure that all teams are directed to pitches and the opposition.
- 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 where required,
- Intervene where rough play, abuse or unfair play is noted.
- Work with captains to agree resolutions to issues.
- Confirm rules and regulations.

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

- Referee the matches.
- Remove people from the grounds.
- Take abuse from any person or agent.

There are 5 unwritten fair play rules that we would like to retain in the tournament, 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.

RULES

VERSION: 05:13

DISCLAIMER

Inter7s.com, InterFirms and all agents acting on behalf of Give N Go Ltd, note that we carry standard Public Liability insurance as required for Social and Sports clubs. (Copy available on request)

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

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.

AGE RULE

No players younger than 18 are permitted to play in the competition. Any player younger than 18 must fulfil the league rules for under-age players, where they are permitted to play.

REFEREES

There are currently no referees provided for in this competition, and it is requested that the representatives for each company 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.

MONITORS

Monitors will be available 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, are not at the site, it is up to the captains to monitor their teams and the site, or call off the fixture should that be required.

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.

SCORES

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, 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 1 week.

PARTICIPATION

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

- 1 official size soccer ball and 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 goal-keepers gloves.
- Shin-guards on all players.
- Team Representative through which all communications will pass.
- Fees paid up to date to the league/charity/manager.
- A squad of at least 7 players.

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

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

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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 foot-ware for the surface being utilised.
- Abide by the grounds own rules for use of facilities.

COMPETITION FORMAT (LEAGUE SECTION ONLY)

The competition is 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 score-line of 3-0 will be given in favour of the attending team)
- At the end of the tournament if the league scores of the teams are tied, positioning of the teams will follow the following criteria:
 - o Result of game between the sides (*Wins, loses and draws only*)
 - o Goal Difference
 - o Goals Scored
 - o Goals conceded
 - o If still tied, teams shall play a maximum of 5 minutes per half, 'golden goal' rule to apply (i.e. first team to score wins).
If at the end of extra time, teams are still tied a penalty shoot out will take place with three shots per team to apply. If still tied, sudden death penalties to apply.

If more than two teams are tied then the competition shall be decided as follows

- o Goal difference
- o Goals scored
- o Goals conceded
- Penalty shoot out will take place with three shots per team to apply. If still tied, sudden death penalties to apply.

COMPETITION FORMAT (KNOCK OUT SECTION ONLY)

Where a competition goes to knock out stages they will run on standard FIFA rules 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 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. revert to the SL SS09-01 printed below.

OTHER COMPETITIONS

The league generally run 4 other competitions of note [The format of these may change at any time]`:`

- Champions League:** Open to the winner of each division in the Inter7s.com's League, with significant prizes for the attending teams, including a trip for ten with accommodation, transport and match tickets to a Manchester United game.
- League Cup:** Open to the first and second position teams in the Inter7s.com leagues who will play a Semi and Final competition on the final week to win a share in the Charity fund, **ca €5,000**, and other prizes such as match tickets kit and vouchers.
- 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 dependant on numbers and entry fee, if any.
- 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.

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

- 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 football kit.*
- 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.*

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ATTENDANCE PENALTIES

Punctuality:

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

Games will proceed in most weather types, due to the standard and quality of facilities. 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 will be subject to the following penalties should they fail to start on time:

- Failing to have 6 players on pitch 5 min after KO - Deduct 1 Goal
- Failing to have 6 players on pitch 10 min after KO - Additional Goal deducted
- Failing to have 7 players on the pitch 15min after KO - Win awarded to opposition.

Postponing 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 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 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 it is scheduled independent of any other games.
- The league has the right to postpone, without cost, 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 will not be liable for any pitch cancellations or postponed games, whether that be due to weather, double bookings, damage to surface, vandalism, or in-access to the area or facilities whether by their negligence, 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.

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 a season, 3 over two seasons and/or 3 over 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 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 the injured players fund, 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.
- iii) The league takes no responsibility for any member applying and participating under their company name and takes it that the applicant has full permissions to do so from that company. The league takes it that

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all data on the application forms 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) The club has the right to list, 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 teams cost), negotiation and reaching fair compromises with the member/team.

CHARITIES AND THE CHARITY FUND

Our club endeavours to give as much money to charity, projects and clubs as we can, and in essence, all profits will be either used for this or expanding our own club. 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, in order 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 contact 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 a charity.
- iii) Supporting a charity/club creates a conflict of interest, contract or political/ religious statement for our organisation.

INJURED PLAYERS FUND

The injured players fund is indefinitely suspended. [01/08/16] and will pay out all existing payments, but not accept any further.

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 still deduct points for failure to comply with these rules, at any time from the first incident onwards.]

No captains armband:	€5
Inadequate/No Match Ball:	€5
Failure to attend match:	€20
Late for match	(5 min+) €5 (PLUS goal penalties as set out in other rules)
Non matching kit	€5
Non Signing of scores	€5
Non attendance of Captains Meeting	€10

Fines must be paid within 28 days, otherwise they are doubled. If not paid within 14 days of that, the team will be suspended from all games.

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 team is subject to fine and/or deducting of points, or ejection from the league without any refund on fees paid.

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

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.

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Where no keeper's box 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.

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

No maximum players per squad.

No players, other than those playing, shall be visibly toggled 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.

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.

The InterSeven and Inter7s.com leagues endorse and promote the borrowing of players from other teams where teams are short on payers 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. The player coming off must be off the field of play prior to new player coming on.

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 game shall consist of 50 to 55 minutes with no half time break, unless each team agrees to a 5 minute break.

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, unless other rules are issued for the specific competition.

LAW 11: OFFSIDE

There shall be no offside in any games, although hatching is not promoted!

LAW 12: FOULS AND MISCONDUCT

There shall be no yellow or red cards, although where there is a situation of serious mis-conduct, the 4 representatives of the teams may vote on action to be taken, 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.

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.

LAW 13: FREE KICKS

The opposition shall be at least **three** yards 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 10 yards from the goal line, or as marked on the pitch.

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LAW 16: GOAL KICKS

If the ball goes out for a goal kick, it must be kicked from the ground.
A goal kick may be taken from any spot inside the penalty area.

LAW 17: TIP OFF AND GOALS

A goal can be scored from any area on the field of play.
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.
All players must be at least 6 yards away from the two players tipping off.
You are not allowed to score from the first tip in a tip off.

LAW 17: GOAL KEEPERS

Goal keepers are permitted to leave the keepers area during play.
Goal keepers are permitted to slide, only to obtain the ball and where it is safe to do so.

PLAYERS EQUIPMENT

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.



SOCIA-SOCCER-LAWS

In an effort 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 more clear, how some of the more controversial rules are defined.

[Note that the reference numbers of these rules will change once we complete all Socia rulings required of us]

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 wont 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 wishes 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 he is playing for one week 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 SS02-1 'ATTENDANCE & PENALTIES'

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

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

A team can play a competitive fixture with as few as 5 players from that team in attendance, and can implement the 'Ringer Rule', although the league can penalise the team if this happens on more than 3 occasions in a season.

Refer also to 'Attendance and Penalties'.

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, but no more, and to facilitate the start of the game, but teams will be subject to the following penalties should they fail to start on time:

Failing to have 6 players on pitch 5 min after KO - Deduct 1 Goal

Failing to have 6 players on pitch 10 min after KO - Additional Goal deducted

Failing to have 7 players on the pitch 15min after KO - Win awarded to opposition.

Captains can agree to overlook this rule once **BOTH** captains note this to the referee, or 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 he has played on with one or both arms supporting him 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 his 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 he is 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 knock out 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.
- 2) At full time, although the keeper may stay on, the goal keeper position will be terminated, and no player may handle the ball within the box.
- 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.

INTERSEVENS SPORTING EVENTS



- 4) Teams will drop down to a minimum of two players, at which time the game will continue til 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 can also award a penalty/card to that player.
- 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 can revert to penalties.

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

Each captain **MUST** meet the other captain in the centre circle prior to the game, introduce themselves by name, choose the match ball, agree kick of 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.