

Glen Celtic A.F.C – Astroturf Rules & Regulations 2010

Teams

- Each team will consist of 10 players, any 8 playing at one time. This panel of 10 players must be submitted to the League Administrators prior to any matches being played and must remain the same throughout the league. Any new players introduced have to be approved by the League Administrators.

Cost

- The cost per player per night is €5.00 which must be paid prior to match. No player will be allowed to participate in any game without paying the match fee prior to the game.
- The cost per player covers the cost of trophies & medals, referee costs, lighting costs and general running costs of the Astroturf during the designated times.



Fixtures

- Copies of fixture list will be given to each team captain and will also be available on the club website www.glenceltic.com
- Glen Celtic reserves the right to add and change any game times where deemed necessary. Teams shall be given as much notification as possible of such fixture changes.
- Team requests for fixture changes will be only be accepted 1 week prior to fixture so that sufficient time can be given to re-schedule fixture.
- A maximum of 1 fixture re-scheduling per team is allowed.

Match Duration

- All matches will be 25 minutes per half with a 5 minute interval at half time.
- All teams must be on the pitch and available to play at designated time.
- Failure to field full panel of 8 players on the pitch within 10 minutes of kick off time means forfeiture of match.
- If a team is unable to fulfil fixture or forfeit match then a result of 3-0 to the opposing team will be assigned to that fixture.
- All team captains are to text in result of matches plus goalscorers to designated League Administrators so that this information is available to all teams on the club website within two days maximum.

Team Captains

- Each team must appoint a Captain, who should report to the pitch coordinator a minimum of 10 minutes before match kick off. At this time, each captain must fill out a match card with the name of his/her team and his/her signature.
- Bibs will be provided for match duration. Captains must ensure that bibs are returned to the pitch coordinator immediately after the match, so the next game can progress on time.
- Failure of the Captain to report to the pitch coordinator a minimum of 10 minutes before match kick-off will result in forfeit of the match with maximum points awarded to the opposition.
- If neither team Captain report to the coordinator then both teams forfeit the match, and neither team receives any points.
- Captains must ensure that his/her team is ready for match kick-off at the scheduled time and location.

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Players

- Each team should consist of a minimum of 8 players and a maximum of 10 players. Only 8 players are permitted on the pitch at any given time.
- Substitutes can be made on a roll-on roll off basis, but the oncoming player may not enter the game area until the player being replaced has completely left the field of play.
- All players on each team must wear the same colour clothing. Bibs will be provided for both teams.
- Appropriate Sporting footwear MUST be worn when playing. Absolutely NO FOOTBALL BOOTS (STUDS OR BLADES), as these damage the Astroturf playing surface.
- Shin guards MUST be worn when playing. Failure to have shin guards will result in players not being allowed to participate in matches.

The Competition

- To enter teams must fill out and return the attached application form either via email to glencelticadmin@eircom.net or alternatively to League Administrator.
- Each team will be placed into a league of 4 teams with 2 separate divisions namely Division 1 & Division 2.
- Each team will therefore play 6 group games after which, depending on position, they will be entered into either the League or Shield Competition.
- The top two teams in each group will go forward to the League Competition and the lower two teams in each group will go forward to the Shield Competition.
- Group Points will be allocated as follows: 3 points awarded for a win, 1 point for a draw, and 0 points for a defeat.
- In the event of a tie at the end of the group stages, final positions will be decided as follows: 1st Points, 2nd Positive Goal Difference, 3rd Goals For, 4th A Coin Toss.
- All matches will be played on the Glen Celtic Astroturf pitch using the goals as provided by the League Administrator.
- Players are NOT allowed to enter the pitch area until the final whistle has gone in the previous games. Therefore we ask that all players stay outside the pitch fence until actually playing.
- Players are asked to vacate the pitch as soon as possible after a game, so the following games can proceed on time.
- In the knockout stages of the competition, in the event of a draw the match will be decided by a penalty shootout.
- The goalkeeper cannot be changed between penalties (unless severely injured). The shootout will consist of 5 penalties per team, with no one player being permitted to shoot more than one penalty. In the event of a tie after 5 penalties, the match will be decided by sudden death, using the same initial penalty takers and order, until one team emerges victorious.

Game Rules

- A goal is scored when the whole of the ball passes over the goal line between the goal posts, provided it has not been thrown, carried, or intentionally propelled by hand or arm by a player of the attacking side.
- Goals can be scored from any point of the field. However, a goal cannot be scored direct from kick-off or a goal kick, unless an opposing player touches the ball.
- Goals **cannot** be scored within the white 'D' in the goal area
- Goalkeepers can pick up back passes and can come outside of their area.
- If the ball goes out of the Astroturf then the ball must be kicked from the ground (not from the hands) back into play.
- Opposition players must be at least 3 yards away from any free kicks, sideline balls or end line balls.
- No offside rule will be played.
- NO SLIDE TACKLING AT ALL - punishable by cards, penalties and possible suspension!

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The Referee

- The Referee's decision is final with regards to all matters.
- Any bullying, bad tackles, or inappropriate behaviour will result in player dismissal.
- If a player is dismissed he/she must vacate the pitch immediately.
- Glen Celtic A.F.C reserves the right to suspend players from the tournament if they deem fit.

Discipline

- Yellow & Red Cards
 - A yellow card will be issued to any player guilty of a dangerous challenge, persistent fouling, verbal abuse or any action deemed cautionable by the referee.
 - When a yellow card is issued, it will result in the player being sin binned for a period of time at the referee's discretion (2 minutes). The players team will play for the sin-bin time with 7 players.
 - A Red Card can be issued if the referee feels the offence warrants a sending off.
 - A Red Card will mean that the team will play the rest of the match with 7 players.
 - All Cards are issued at the discretion of the referee. Repeated gaining of Red Cards or Yellow Cards by any team can result in expulsion from league.

Facilities

- Changing rooms, including shower facilities, are available for both sexes.
- There are ample car-parking facilities available in the Church car park outside the pitch.
- Glen Celtic A.F.C accepts no responsibility for personal possessions lost, damaged or stolen while on our premises. Therefore we advise that players do not leave gear in the changing rooms or pitch-side.

General Rules

- Teams are asked to play in a sportsman like manner and to abide by the rules. The appointed referee will have the right to dismiss any Player or Team from the game that they are not entering into the spirit of the competition.
- Management will have the right to dismiss any Player or Team from the league for the above reason.
- Any verbal or physical abuse of any referee or staff member will result in expulsion from the League. Management take a very harsh view on this matter and will not tolerate any abuse of this rule.
- Glen Celtic A.F.C reserve the right to abandon any game which we feel is not being played in a sportsmanlike manner. The referee can decide on behalf of Glen Celtic A.F.C to abandon the game.
- Glen Celtic A.F.C reserves the right to abandon any game which we feel the referee is being verbally abused. This includes players and people on the sidelines and team members will be responsible for anyone who is being abusive from outside the pitch.

ANY PLAYERS THAT PLAY IN GLEN CELTIC ASTRO TURF LEAGUES PARTICIPATE AT THEIR OWN RISK AND IT IS THE RESPONSIBILITY OF EACH PLAYER TO ARRANGE EITHER THEIR OWN INSURANCE COVER OR A TEAM'S INSURANCE COVER THAT WILL COVER THEM FOR INJURY. GLEN CELTIC ASTROTURF LEAGUES HOLD PUBLIC LIABILITY INSURANCE ONLY AND CONCLUDE, TAKE NO RESPONSIBILITY FOR ANY INJURY SUSTAINED WHISLT PLAYING IN THEIR LEAGUES.

TEAM ENTRY FORM

Name of Team : _____

Team Captain : _____

Contact Number: _____



PLAYER LISTING :

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____

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I agree to the rules and regulations as stated by Glen Celtic A.F.C and agree to comply fully with these rules and regulations.

Signed by Team Captain - _____

All players to sign their own name on entry form, therefore agreeing to comply with all rules and regulations as stated by Glen Celtic A.F.C