

Rules & Regulations for Khelgaon Football League (7-A Side Football Combat)

Team Structure:

1. 7 Aside (6 outfield players and 1 goalkeeper) + 3 substitutes.
2. All players must be registered by completing the necessary forms prior to competing for any team.
3. A player can participate in more than one category, but he will have to produce Aadhar Card or Nagar Nigam birth certificate.
4. No additional players can be allocated to a team once 10 individuals have been registered to a team. Exceptions will be handled on a case by case basis.
5. All players must be named on the team sheet prior to kick off.

Game Structure

Each game will last for a total of 40 minutes divided into 2 equal halves of 20 minutes each.

There will be no time additions for injury or additional time. The clock will not stop when the ball is out of play.

5 minute (halftime)

Game Rules

1. Standard 11 a-side rules will apply to all games subject to the following rules:
2. The off side rule will not be applied.
3. No screw in studded footwear or blades is permitted to be worn by any player.
4. Only training shoes, moulded soles and astro boots may be worn.
5. All Players must wear shin pads. Team uniform is a must.
6. The wearing of any form of jewellery (including, without limitation, watches) is not permitted during play.
7. All players on a team should have a T-shirt of the same color, with the goalkeeper wearing a jersey contrasting that of his team and the opposing team.
8. Teams are required to ensure that all players arrive 1 hour prior to their scheduled kick off time.
9. Teams play with the other team as per the game schedule prepared by Khelgaon Management.
10. If the score is tied at the end of regulation, an extra 10 minute playoff time shall be given. If the match is not decided after the play-off game, we shall move to sudden death "PK's" 5 alternating shots. After 5 shots, if it is still tied, teams will enter into a sudden death shootout, with new shooters.
11. During PK's, those players on the field when time expired are the player who must take PKs first, followed by those on the bench.

NOTE: Game Schedules once published, cannot be changed.

For and Against Goals will be recorded.

Teams moving into next level will be decided on the basis of the match results. The winner team shall move into the next level and play as per the pre decided schedule.

A team can only take to the field if a minimum of 6 players registered for that team are available to play.

Since this is a league, each team will have to play one match with all the teams in their group. Each winning match will fetch 3 points and a tie match will fetch 1 point for each team. Top two teams in each group will play the finals. In case two teams score equal points, we shall move to sudden death "PK's" 5 alternating shots. After 5 shots, if it is still tied, teams will enter into a sudden death shootout, with new shooters to have the finalist team.

Offenses by players:

Yellow card

- A player is cautioned and shown the yellow card if he commits any of the following offenses:
- is guilty of unsporting behaviour;
- shows dissent by word or action;
- persistently infringes the Rules of the Game;
- delays the start of play;
- fails to respect the required distance when play is restarted with a corner kick, kick-in, throw-in, free kick or goal clearance;
- enters or re-enters the pitch without the referee's permission or infringes the substitution procedure;
- deliberately leaves the pitch without the referee's permission;
- handles the ball deliberately on a non-goal scoring opportunity.

Red card

- A player is sent off and shown the red card if he commits any of the following offenses:
- is guilty of serious foul play;
- is guilty of violent conduct;
- spits at an opponent or any other person;
- denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (with the exception of a goalkeeper within his own penalty area);
- uses offensive or insulting or abusive language and/or gestures;
- receives a second caution in the same match(2 yellow cards)
- Decisions: A player who has been shown the red card may not re-enter the game in course or may not sit on the substitutes' bench. He has to leave the play area. A player who has been shown a red card is automatically suspended for the next game. Two red cards for the same player during the tournament automatically suspend s the player for the rest of the tournament.

Offenses by the technical staff:

Yellow card:

A member of the Technical Staff (i.e. coach, team delegate, players on the bench) is cautioned and shown a yellow card if he commits any of the following offenses:

- is guilty of unsportsmanlike conduct toward the opponent team, spectators, or any tournament official;

- Shows violent dissent by word or action from any decision taken by the referees.

Red card:

A member of the technical staff is sent off and shown the red card if he commits any of the following offenses:

- is guilty of violent conduct;
- spits at an opponent or any other person;
- uses offensive, insulting or abusive language and / or gestures;
- receives a second caution in the same match;
- enters the field without the referee's permission.

For any of these offenses, a direct free kick is awarded to the opposing team, to be taken from the centre of the half way line.

The referee shall report the reason why a member of the technical staff has been sanctioned with a red card to the Disciplinary Committee, who will analyze the possibility of additional sanctions. Technical staff sent off by referee will have to be seated in a location far enough from the competition area as not to interfere with the game.

Number of Players per Team and Substitutes:

1. Each game will be played by two (2) teams with 7 players on field during a game.
2. Fielding more than 7 players at any time during the game will result in an automatic Yellow Card (Warning) to the team captain fielding the extra player.
3. 2nd violation will result in a RED card and team captain must leave the play area for the rest of the game.
4. One (1) player from each team will be the goalkeeper (who must wear distinguishing colours). 6 players on the field as players with 1 goalkeeper. Total of 7 players during a game on field with 3 substitutes.
5. Unlimited "rolling" substitutes will be permitted
6. A player who has been replaced may return to the playing area as a substitute for another player.
7. A "rolling" substitution is one which is made when the ball is still in play and is subject to the following conditions:-
8. The player leaving the playing area shall do so from the sideline crossing over at the substitution area.
9. The player entering the playing area shall do so from the substitution area but not until the player leaving the playing area has passed completely over the sideline.
10. Any of the other players may change places with the goalkeeper, provided that the referee and/or opposition team is informed before the change is made, and provided also that the change is made during a stoppage in the game.

Unsportsmanlike Conduct

- Referees may issue warnings to players for team and personal unsportsmanlike conduct or safety concerns. Staff may also ask players to leave the game for a specified amount of time if they feel it is for the betterment of the team and/or game.
- If a player fails to respect a staff member's decisions or heed their warnings, they may be ejected from the game, season or an indefinite amount of time.
- Judgment calls made by the referee shall NOT be contested. A formal protest can be made at any time by letting the referee and the tournament coordinator aware of the situation. KSC Management will review the protest and make a ruling before the next week's game.
- Any individual who by his misconduct (profanity, gestures, physical or verbal abuse toward officials, players, etc.) causes himself to be removed from a contest is automatically ineligible to participate for the remainder of that contest, any other match. That person may also be assessed additional suspensions.
- Additional rules and policies may be added or amended by KSC before or during the tournament.

HOW TO REGISTER: To register a team, the team captain will register as a team captain by filling and submitting the registration form along with the below mentioned registration fees, by 7 pm on or before 21st December, 2023 at Khelgaon Sports Club Office.

Boys Under 12 : Rs. 2000.00 (Rupees Two Thousand Only)

Boys Under 14 : Rs. 2500.00 (Rupees Two Thousand Five Hundred Only)

Boys Under 19 : Rs. 3000.00 (Rupees Three Thousand Only)

Minimum 6 entries are required for any category matches to happen failing to which the category shall be cancelled.