

*Blue Ocean Dynamic*

*Competition Rules for Community Football Federation - 2024*

# COMPETITION RULES

Season 2024

## CONTENTS

01	Governance and Administration	Page 3
02	Trophies, Awards and Prize monies	Page 3
03	Entry in League and Competitions	Page 3
04	Participation in League and Competitions	Page 3
05	Structure of Season and Competitions	Page 4
06	Fixtures and Playing Venues	Page 4
07	Duration of Matches	Page 5
08	Field of Play	Page 5
09	Matches in Accordance with FIFAs Laws of the Game	Page 5
10	Referees and Referee Assistants	Page 6
11	Team Sheets	Page 6
12	Teams Arriving Late	Page 7
13	Eligibility of Players	Page 7
14	Registration of Players	Page 8
15	Transfer of Players	Page 9
16	Guest Players	Page 9
17	Loan of Players	Page 10
18	Club Names	Page 10
19	Point System	Page 10
20	Kit Colours	Page 11
21	Fair Play	Page 11
22	Cautions	Page 12
23	Sending Off	Page 12
24	Substitutions	Page 13
25	Financial Provisions	Page 13
26	Injuries	Page 13
27	Protests	Page 13
28	Complaints	Page 14
29	Dispute Resolutions	Page 14
30	Acts of Misconduct and Offences	Page 15
31	Appeals	Page 18
32	The Disciplinary Committee	Page 19
33	Matters Not Accounted For	Page 19

## **1. GOVERNANCE and ADMINISTRATION**

- 1.1. The Administration and Authority for this League will fall within the auspices of the COMMUNITY FOOTBALL FEDERATION who will govern and oversee the implementation of these Competition Rules.
- 1.2. The COMMUNITY FOOTBALL FEDERATION will appoint a League Administration Company to co-ordinate, administrate and facilitate the operations of the League and Competitions.
- 1.3. The COMMUNITY FOOTBALL FEDERATION has appointed ***Blue Ocean Dynamic*** as its League Administrator and Co-ordinator.
- 1.4. ***Blue Ocean Dynamic*** will implement and administrate these Competition Rules and will report directly to the COMMUNITY FOOTBALL FEDERATION.

## **2. TROPHIES, AWARDS and PRIZE MONIES**

- 2.1 All trophies, awards, medals, certificates, and prize monies will be determined by the COMMUNITY FOOTBALL FEDERATION at the beginning of current season.
- 2.2 The winners of the various competitions will receive their medals and trophies after the final matches whereby the qualify as Champions. 25 gold medals will be awarded to the Champions. It is the prerogative of the COMMUNITY FOOTBALL FEDERATION to provide or remove the application of silver and bronze medals to runners-up and third placed teams.
- 2.3 Competing clubs who have qualified for prize monies, will receive them within 14 days from qualification thereof.

## **3. ENTRY IN LEAGUE and COMPETITIONS**

- 3.1 Clubs will enter into the season by way of completing an Entry Form provided by the League Administration Office.
- 3.2 All entries will be ratified through the COMMUNITY FOOTBALL FEDERATION for competition.
- 3.3 Once ratified and approved, the League Administration Office will communicate processes and procedures through electronic mail to the Club.

## **4. PARTICIPATION IN LEAGUE and COMPETITIONS**

- 4.1 Only Clubs ratified and endorsed by the COMMUNITY FOOTBALL FEDERATION will be allowed participation to its Leagues and Competitions.

**Competition Rules for Community Football Federation - 2024**

- 4.2 Only Clubs with a COMPLIANT STATUS with the COMMUNITY FOOTBALL FEDERATION may participate. Any Club whose status changes to NON-COMPLIANT will have their participation either suspended or terminated.
- 4.3 Once a season has commenced no Club can be added to a League competition. It will be deemed closed.
- 4.4 The COMMUNITY FOOTBALL FEDERATION reserves the right to allow additional Clubs to be entered into a Knockout Competition or Tournament it is hosting.
- 4.5 All Clubs participating in the League format will be required to participate in all Competitions (Knockouts and Tournaments) also hosted by the COMMUNITY FOOTBALL FEDERATION.

## 5. STRUCTURE OF SEASON and COMPETITIONS

- 5.1 The Season will start in March and run until July (6 months).
- 5.2 The COMMUNITY FOOTBALL FEDERATION has the right to extend or shorten a season as required.
- 5.3 The **League** will consist of 8 participating Clubs, presenting 15 matches for the season to be completed.
- 5.4 A **Top 8** Knockout Tournament will be held as a one day Competition. The tournament can be renamed once a sponsor is associated with it.
- 5.5 A Knockout Competition, the **Community Shield** will be hosted over 3 match day weekends. The Competition can be renamed once a sponsor is associated with it.
- 5.6 A Knockout Competition, the **Legacy Cup** will be hosted over 3 match day weekends. The Competition can be renamed once a sponsor is associated with it.
- 5.7 If the COMMUNITY FOOTBALL FEDERATION apply rule 4.4 of the Competition Rules, the match day weekends will change accordingly.

## 6. FIXTURES and PLAYING VENUES

- 6.1 All fixtures for League and Competitions will be drafted by the League Administration Office for circulation prior to the commencement of the competition.
- 6.2 League matches will be played on a home and away basis.
- 6.3 Knockout Competitions fixtures will be captured by way of a draw (virtual or live).
- 6.4 Clubs will be required to submit their home grounds to the League Administration Office prior to the commencement of any competition.
- 6.5 Clubs will be responsible for their home grounds to be ready for a fixtured match. Failure to do so will have the appointed match official blow the match off as default and award the match a 2-0 result to the opposition.

**Competition Rules for Community Football Federation - 2024**

- 6.6 For whatever reason a Home Team must change the venue, he must inform the League Administration Office 24 hours prior to the kick-off of the match in writing and inform the office of the communication pending response.

## 7. DURATION of MATCHES

- 7.1 All matches will be played according to Rule 7 of FIFAs Laws of the Game and as such the match will last two equal halves of 45 minutes each.
- 7.2 The referee will be the sole adjudicator of time played for the match.
- 7.3 A half time break of no longer than 10 minutes can be applied at the referee's discretion. It shall not be less than 5 minutes.
- 7.4 Referee's added time is through his own discretion.
- 7.5 Water breaks will be allowed through the referee's discretion and for a period of no longer than 3 minutes. No player shall leave the field of play during this time.

## 8. FIELD of PLAY

- 8.1 All fields of play must meet the standards of the FIFA Laws of the Game requirements.
- 8.2 Corner flags and nets will not be required as a minimum standard in conjunction with the FIFA Laws of the Game requirements.
- 8.3 The appointed match officials will inspect the field of play prior to the match and ensure the regulations required are upheld.
- 8.4 The Referee is the sole judge on the suitability of the playing field when raining or after a rain shower. He alone will judge if the field is conducive to play or should be postponed or rescheduled. He will consider the playability of the surface; the safety of the players; and the longevity of the playing field due to damage.
- 8.5 The home team will be responsible for providing the match ball. The referee will inspect the ball and approve its use. Match balls will be in accordance with FIFAs Laws of the Game.

## 9. MATCHES in ACCORDANCE with the FIFA LAWS of the GAME

- 9.1 All matches will be played according to the FIFA Laws of the Game.
- 9.2 Amendments to these Laws will be presented by the League Administration Company affiliates, or AVS Referee Academy to all Clubs and Match Officials prior to the implementation of the changes.

## **10. REFEREES and ASSISTANT REFEREES**

- 10.1 The Blue Ocean Dynamic Group's AVS Referee Academy will be the sole provider of match officials to League and Competition matches.
- 10.2 The AVS Referee Academy will be responsible for providing trained and well-equipped match officials to matches.
- 10.3 The AVS Referee Academy will monitor all progress of the match officials it provides for matches.
- 10.4 The AVS Referee Academy will handle all misconduct and disciplinary issues with match officials internally.
- 10.5 All complaints regarding match officials will be directed to the AVS Referee Academy through the Office of the League Administrator.
- 10.6 Match Fees for Referees will be paid to the AVS Referee Academy who will in turn ensure that match officials are compensated in time as needed.
- 10.7 Match Fees will be determined and ratified by the COMMUNITY FOOTBALL FEDERATION annually, prior to the commencement of a season.
- 10.8 The AVS Referee Academy will appoint 3 x match officials to a match (Referee and 2 x Assistant Referees/Linesmen). The Academy will reserve the right to additionally appoint a 4<sup>th</sup> Official and Assessor/ Match Commissioner as the need arises and can be supplied.
- 10.9 All Match Officials officiating in the Leagues and Competitions must be affiliated to the Federation.
- 10.10 Affiliated Match Officials will have active profiles on the Blue Ocean Dynamic Group's Provost system to be used for verification.
- 10.11 Match officials must arrive 30 minutes prior to any match ; be dressed for duty 20 minutes prior to kick-off; and check all players and team sheets eligibility 15 minutes prior to kick-off of the match.

## **11. TEAM SHEETS**

- 11.1 The official League and Competition Team Sheets will be provided to clubs through the League Administration Office. Only these Team Sheets will be accepted for use.
- 11.2 Clubs will present their completed Team Sheets at least 15 minutes prior to kick-off to the Referee.
- 11.3 The full names and jersey numbers of the starting eleven inclusive of player registration numbers to be completed.
- 11.4 The full names and jersey numbers of substitutes inclusive of player registration numbers to be completed.
- 11.5 The full names of match officials also to reflect on the Team Sheet.
- 11.6 The Team Sheet, once completed by the Referee after the match, will be the official record of the match and its outcome.
- 11.7 Clubs/ Managers to check and verify the correct capturing of team sheet information after the match.
- 11.8 Referees to submit the team sheets to the League Administration Office within 2 hours after the match is completed.

**Competition Rules for Community Football Federation - 2024**

- 11.9 If a player's name is on the Team Sheet, and yet never participated, he/she will be deemed to have a participant in the match.
- 11.10 No names can be added to the Team Sheet AFTER half time. If a player arrives after half time, and his name has been on the Team Sheet, he will be eligible to play.
- 11.11 There will be space for 7 substitutes on the Team Sheet, where only 5 will be allowed to be utilised as replacements.
- 11.12 No additional names may be added once the Team Sheet is fully completed. Only 18 players may be featured on the match day squad of the team.

## 12. TEAMS ARRIVING LATE

- 12.1 There will be no grace period for a team who is not on the field of play, ready in their playing uniform at the stated kick-off time.
- 12.2 The Office of League Administration and Referee will only accept a late kick-off if both teams agree to a delayed kick-off. This agreement must be captured on the team sheet, where both parties have signed the agreement.
- 12.3 Where a team is arriving late and the Referee has blown off the match, the official will award the match a 2-0 result to the team in attendance. The offending team will be charged with misconduct for not honouring their responsibility.
- 12.4 The Referee will indicate on the team sheet that the opponents did not arrive at the required time of kick off.
- 12.5 There is no explanation for being late that can overturn the blowing off of a match by the Referee. The onus and responsibility is on the offending team to make contact and arrange for an agreed later kick-off.

## 13. ELIGIBILITY of PLAYERS

- 13.1 Only Players who have been properly registered according to Competition Rule 14 will be allowed participation.
- 13.2 No player may be registered and participate in a different league or competition hosted by another structured organization. He will require a clearance certificate from the said club he leaves.
- 13.3 Registered Players will have digital Player Cards which will be accessible on the Blue Ocean Dynamic Group's Provost system.
- 13.4 These profiles of the Players will be used for verification of eligibility purposes by Match Officials.
- 13.5 It will be misconduct for a team to field a player on another's profile/player card.
- 13.6 If a dispute arises whereby the determination of a player's eligibility by the Match Official cannot be determined, then the ID of the said player in question must be produced for final verification.
- 13.7 It will be an offense to field an improperly or unregistered player for a match.

***Competition Rules for Community Football Federation - 2024***

- 13.8 The Match Officials has the right to disallow a player from playing if the verification process determines the player to be irregular or improper. The Match Official will then submit a report to the League Administration Office for further handling toward disciplinary measures.

## 14. REGISTRATION of PLAYERS

- 14.1 Only Players who are registered on the Provost system will be eligible to participate in the COMMUNITY FOOTBALL FEDERATION competitions.
- 14.2 Players can only be registered from pre-season on dates provided by the COMMUNITY FOOTBALL FEDERATION; registrations will also be allowed during a second transfer window which will coincide with the start of the second round of League football.
- 14.3 The COMMUNITY FOOTBALL FEDERATION reserves the right to allow additional windows to be opened as the need arises.
- 14.4 Registration of a player can only commence once the eligibility of a player is confirmed. The following criteria for eligibility is required:
- 14.4.1 – If the Player has never played for another Club in the COMMUNITY FOOTBALL FEDERATION, considered as a NEW PLAYER.
  - 14.4.2 – If the Player is being registered by the same team he has played for the previous season, considered as an EXISTING PLAYER.
  - 14.4.3 – If the Player has a valid Transfer Certificate from a previous Club to a new Club, signed and endorsed by previous Club, considered as a TRANSFERRING PLAYER.
- 14.5 The Registration Process will require the following documentation for capturing and processing:
- 14.5.1 – Completion of the Official Player Registration Form and signed by the Player.
  - 14.5.2 – Clear copy of ID or Passport.
  - 14.5.3 – Signed off Transfer or Clearance Certificate by the releasing Club.
  - 14.5.4 – Clear and recent colour ID photo (electronically submitted)
- 14.6 Players transferred during the season will not be considered as being “Cup Tied” if having played in a competition prior to the transfer for another club.
- 14.7 Once all required documentation has been received by the League Administration Office and has been verified as correct, Players will be registered to their relevant Clubs and their Player Profiles will be created. On their Profiles their Player Cards and Player Registration Numbers will reflect.
- 14.8 The League Administration Office reserves the right to request improved documentation and photographs to ensure that data integrity and quality provided products are produced professionally.
- 14.9 The League Administration Office reserves the right to improve the system of registration as would be required toward a more professional approach and service delivery.
- 14.10 Each Club will be able to register up to 25 players for free within their affiliation fee agreement with the COMMUNITY FOOTBALL FEDERATION. Any additional registration will be at the



**Competition Rules for Community Football Federation - 2024**

additional cost of the Club determined and ratified annually by the COMMUNITY FOOTBALL FEDERATION.

14.11 There is no limit to the amount of players a Club can register.

## 15. TRANSFERS of PLAYERS

- 15.1 Players can only be transferred between Clubs once an agreement has been reached and a transfer certificate has been issued to the Player.
- 15.2 Only the official TRANSFER CERTIFICATE issued by the League Administration Office will be accepted.
- 15.3 Both the releasing Club, accepting Club and Player signatures must be visible and verifiable on the transfer certificate.
- 15.4 The League Administration Office will verify the transfer certificate signatories through electronic medium of confirmation. Only once confirmation of the agreement has been verified will the transfer be processed.
- 15.5 No incomplete transfer certificate will be accepted and processed.
- 15.6 A Player being transferred will carry with him all goals scored and cards received during the season and will be eligible for any repercussions of additional cards received at his new club.
- 15.7 No Club is allowed to refuse a Player his clearance unless the following is true and can be proven:
- 15.7.1 – The Player owes the Club in outstanding funds (clothing or club fees);  
(Evidence: Signature of receipt by player for clothes received and cost due.  
Minutes of Club meeting where player is highlighted as owing money.  
Player can provide receipt of debt paid)
  - 15.7.2 – The Player has been suspended by the Club on internal discipline matters and has not yet Served out his time of suspension. A suspension of a player can not go past the end of a season.  
(Evidence: Club provides record of internal disciplinary sanctions)
- 15.8 A transferred player's Profile will be amended on the Provost system where he will no longer be accessed by his old Club, but available for selection of his new Club.
- 15.9 Player Numbers will not change during transfers as they will be universally connected to a player when registered.
- 15.10 In the event where a dispute arises between two Clubs and the Player in regard to his transfer, and no direction can be determined, it will be referred to the COMMUNITY FOOTBALL FEDERATION for deliberation and sanction of decision.

## 16. GUEST PLAYERS

**Competition Rules for Community Football Federation - 2024**

16.1 The COMMUNITY FOOTBALL FEDERATION does not endorse the practice of using “GUEST PLAYERS” in any of their competitions. It will not be accepted.

## 17. LOAN of PLAYERS

- 17.1 The loaning of Players to other Clubs will be for a period not exceeding 3 months in a season.
- 17.2 A Player can not be loaned to more than one Club during a season.
- 17.3 The completion of the official Loan Agreement Certificate must be completed with the agreement between Loan Club, Receiving Club and Player recorded and submitted to the League Administration Office.
- 17.4 A Loan Agreement falls within the same windows as Transfers.
- 17.5 The official Loan Agreement Certificate is provided through the League Administration Office.
- 17.6 With a Loan Agreement, the Player Registration process will be followed and eligible costs will apply to the registering Club.
- 17.7 Club player numbers (25) will be effected during the Loan Period.

## 18. CLUB NAMES

- 18.1 Clubs may not change their names during a Season.
- 18.2 Name changes may only be submitted during pre or post season time frames.
- 18.3 Such submission must be made to the COMMUNITY FOOTBALL FEDERATION in writing for ratification whereafter it will be implemented by the League Administration Office.

## 19. POINT SYSTEM

- 19.1 In the League Competition points will be awarded as follows:
  - 19.1.1 – 3 points for a win.
  - 19.1.2 – 1 point for a draw
  - 19.1.3 – 0 points for a loss.
- 19.2 In the event where two teams end on the same points at the end of the season the following will determine the log standing:
  - 19.2.1 – The better goal difference will be the determining factor;

**Competition Rules for Community Football Federation - 2024**

- 19.2.2 – If still equal, then the head to head results will be calculated in a mini-log standing between the two teams for the season;
- 19.2.3 – If still equal, then the disciplinary record will be the determining factor where (1) the least red cards determines; if still equal (2) the least yellow cards determines.
- 19.2.4 – If still equal and no determining factor can be found between the two teams then a playoff match must be hosted with a penalty shootout to finalise the outcome.

## 20. KIT COLOURS

20.1 Each Club will register its playing kit colours when registering for the Competitions.

20.2 A Club can distinguish its kits as follows:

- 20.2.1 – Home Kit: Jersey and shorts
- 20.2.2 – Away Kit: Jersey and shorts
- 20.2.3 – Alternate Kit # 1: Jersey and shorts (*additional*)
- 20.2.4 – Alternate Kit # 2: Jersey and shorts (*additional*)
- 20.2.5 – Goalkeeper kits will be of different colours than the kits played in.

20.3 Where both teams are determined by the Match Officials to be wearing similar colour kit, it is the responsibility of the AWAY TEAM to change its kit to the determined away kit.

20.4 In the situation where an away kit is not available and a change of kit is required, the use of training bibs will be allowed, as long as the bibs are not the same colour of the opposing team's kit.

20.5 It is the responsibility of the Club manager to ensure that kit clashes of colour is avoided by contacting opposition in advance and having an additional away kit at all times.

20.6 The clash of kit colours is NOT grounds for postponement or rescheduling and the referee has the right to award the match to the opposition by a 2-0 margin. Writing on the team sheet the reason for the default result.

20.7 All jerseys will be clearly numbered for record keeping purposes of the referee and match officials.

20.8 If for any reason there is not enough jerseys for the squad, then similar looking jerseys will be allowed to be used. Pre-requisite that the match officials are informed prior to the match of the challenge and provision.

20.9 Sponsor logos and branding will be allowed on jerseys and shorts, unless otherwise determined by the COMMUNITY FOOTBALL FEDERATION.

## 21. FAIR PLAY

21.1 The COMMUNITY FOOTBALL FEDERATION subscribes to the fair play principles in football.

21.2 Captains will shake hands prior to kick off at the toss and with the match officials.

21.3 Players will shake hands with each other after the match in sporting nature.

**Competition Rules for Community Football Federation - 2024**

- 21.4 Players will thank the referees and match officials after the match.
- 21.5 Players, Clubs, Match Officials and Technical Teams will adhere to the COMMUNITY FOOTBALL CLUB Code of Conduct and ensure a good spirit in football is enjoyed by all.

## 22. CAUTIONS

- 22.1 A caution is the receipt of a yellow card by a Player/ Technical Staff from the Referee, before, during or after the match as per the Laws of the Game.
- 22.2 Once a Player/ Technical Staff receives an accumulated four (4) yellow cards, it will equate to a red card, but with only a one (1) match suspension.
- 22.3 All yellow cards will be recorded on the Team Sheet by the Referee and captured on the Provost system by the League Administration Office.
- 22.4 The match suspension will be for the next match played, irrespective of which competition is played, league or knockout.
- 22.5 All cards in all competitions count toward the season of the Player and will impact accordingly regarding suspensions.
- 22.6 Club officials are required to confirm cautions/ yellow cards issued to the players with the match officials.
- 22.7 If a caution was incorrectly captured and not scrutinised next to the field, only the referee can retrospectively change the caution to the correct player in writing, stating his error. This is required as the Team Sheet is the official record of the match and a supporting document requiring the change. This submission to be made to the League Administration Office.

## 23. SENDING OFF

- 23.1 A sending off is the receipt of a red card by a Player/ Technical Staff from the Referee, before, during or after the match as per the Laws of the Game.
- 23.2 A Player/ Technical Staff on receipt of a red card will receive an automatic two (2) match suspension.
- 23.3 All red cards will be recorded on the Team Sheet by the Referee and captured on the Provost system by the League Administration Office.
- 23.4 The match suspensions will be for the next two (2) matches played, irrespective of which competition is played, league or knockout.
- 23.5 All cards in all competitions count toward the season of the Player and will impact accordingly regarding suspensions.
- 23.6 Club officials are required to confirm sending off/ red cards issued to the players with the match officials.
- 23.7 If a sending off was incorrectly captured and not scrutinised next to the field, only the referee can retrospectively change the sending off to the correct player in writing, stating his error. This is

**Competition Rules for Community Football Federation - 2024**

required as the Team Sheet is the official record of the match and a supporting document requiring the change. This submission to be made to the League Administration Office.

- 23.8 The Referee must supply a report to the League Administration Office as to the sending of, and also indicate if the punishment was conducive to the action or advise that further disciplinary action from the Disciplinary Committee is required.

## 24. SUBSTITUTIONS

- 24.1 Only five (5) substitutions will be allowed for a team per match over a three-window period.

## 25. FINANCIAL PROVISIONS

- 25.1 All prize monies will be awarded in accordance with the finalised schedule of payments and ratified by the COMMUNITY FOOTBALL FEDERATION. Payments will be made within 14 days of ratification.
- 25.2 Travel subsidies will be paid to the travelling Clubs according to the Constitutional requirements by the COMMUNITY FOOTBALL FEDERATION.
- 25.3 Protest Fee is R500-00 and refundable on the winning of the protest. It is not refunded if the protest fails.
- 25.4 Complaints Fee is R500-00 and refundable on winning the complaint. It is not refunded if the complaint fails.
- 25.5 Dispute Fee is R500-00 and refundable on winning the dispute. It is not refunded if the dispute fails.
- 25.6 Appeal Fee will be R1000-00 and refundable on winning the appeal. It is not refunded if the appeal fails.

## 26. INJURIES

- 26.1 The COMMUNITY FOOTBALL FEDERATION cannot be held liable for any injury or death occurring on the field of play, or any football related activity under its auspices.
- 26.2 Participation in the COMMUNITY FOOTBALL FEDERATION is voluntary.

## 27. PROTESTS

- 27.1 Any team playing in a COMMUNITY FOOTBALL FEDERATION Competition has the right to lodge an official protest in a match they are participating in.

**Competition Rules for Community Football Federation - 2024**

- 27.2 A protest can be lodged before or during a match by the complaining team.
- 27.3 The intention of playing under protest must be brought under the attention of the match officials who will write the decision on the Team Sheet of both Clubs, who will sign to that effect, with the reason for the protest stated.
- 27.4 A protest CANNOT be lodged AFTER a match has been completed. That process will be contained under COMPLAINTS in Rule 28.
- 27.5 Playing under Protest can only be lodged under the following circumstances:
- 27.5.1 – Unregistered Player being played.
  - 27.5.2 – Playing someone on another's card/profile.
  - 27.5.3 – Playing a suspended player.
  - 27.5.4 – Team arrived late after kick-off time.
  - 27.5.5 – Match Officials under the influence of alcohol.
- 27.6 The team who played under protest is required to submit a report with evidence to the fact to the League Administration Office within 72 hours of the match.
- 27.7 The proof of payment of the Protest Fee must accompany the report for the process to be activated and continue.
- 27.8 The Protest Fee can be found in Rule 25 under Financial Obligations.
- 27.9 Protests need to be completed within 30 days of receipt.

## 28. COMPLAINTS

- 28.1 Any team playing in a COMMUNITY FOOTBALL FEDERATION Competition has the right to lodge an official complaint in a match they are participating in.
- 28.2 A complaint can be lodged only after a match by the complaining team.
- 28.3 A complaint is when a team has discovered after the fact that a transgression against them has been conducted. The complaints are as follows:
- 28.3.1 – Unregistered Player being played.
  - 28.3.2 – Playing someone on another's card/profile.
  - 28.3.3 – Playing a suspended player.
  - 28.3.4 – Team arrived late after kick-off time.
  - 28.3.5 – Match Officials under the influence of alcohol.
- 28.4 The team who lodges a complaint is required to submit a report with evidence to the fact to the League Administration Office within 7 days of the match.
- 28.5 The proof of payment of the Complaints Fee must accompany the report for the process to be activated and continue.
- 28.6 The Complaint Fee can be found in Rule 25 under Financial Obligations.
- 28.7 Complaints need to be finalised within 30 days of receipt.

## 29. DISPUTE RESOLUTIONS

- 29.1 Any dispute or conflicting difference between two Clubs, which is not covered by the COMMUNITY FOOTBALL FEDERATION Constitution or these Competition Rules and regarding a Player's Release, Transfer, Clearance, Financial Debt, Registration or Loan spell will be dealt with through a dispute resolutions process.
- 29.2 Clubs who require a dispute settlement may submit their request and documentation to the League Administration Office for further handling.
- 29.3 The proof of payment for the Dispute must accompany the documentation.
- 29.4 The Dispute Fee can be found in Rule 25 under Financial Obligations.
- 29.5 Disputes will be submitted to the COMMUNITY FOOTBALL FEDERATION for attention and handling, or any person/s they appoint to handle the case.
- 29.6 Disputes need to be handled within 30 days of submission and finalised within 14 days from then.

## 30. ACTS of MISCONDUCT and OFFENCES

- 30.1 The following are deemed as acts of misconduct and offences and are prohibited by the COMMUNITY FOOTBALL FEDERATION. Committing any of these misconducts or offences will be subject to disciplinary action.
- 30.2 A schedule of sanctions regarding the punitive measures on guilty verdicts of misconduct and offences will be provided below. These can be applied by way of fines or suspensions. Outcomes of hearings may not exceed or detract from the maximum and minimum sanctions.
- 30.3 In regard to a **Club/Team**:

Nr.	Offence	Minimum Sanction	Maximum Sanction
30.3.1	Where its players, officials, management, supporters directly or indirectly interrupt, obstruct, disturb, or prevent the normal proceedings of a game, before, during or after the match.	R1000-00 Fine	R5000-00 Fine
30.3.2	Where its players, officials, management, supporters, or anyone associated with the Club for any corrupt, dishonest, illegal, or unlawful intent attempt to manipulate the outcome of the match result through bribery, threats of physical harm; reward or promise thereof; directed to a match official or opposition team or player.	R10 000-00 Fine	R50 000-00 Fine / and/or Suspension for 2 years / or Banishment
30.3.3	Where its players, officials, management,	R10 000-00	R50 000-00

**Competition Rules for Community Football Federation - 2024**

	supporters, or anyone associated with the club accept a bribe, reward, or promise thereof to manipulate the outcome of a match they are playing in.	Fine	Fine / and/or Suspension for 2 years / or Banishment
30.3.3	If the Club fails on any of these Competition Rules and Constitutional requirements.	R5000-00 Fine	R10 000-00 Fine
30.3.4	Where its players, management, officials, supporters, or people associated with the Club cause the abandonment of a scheduled and sanctioned match.	R5000-00 Fine	R10 000-00 Fine
30.3.5	Where its players, management, officials, supporters, or people associated with the Club cause the physical harm of a match official through assault, abuse, verbal abuse, or racist allegations.	R5000-00 Fine	R10 000-00 Fine
30.3.6	It fields an unregistered, suspended, banned, irregularly registered player.	R1000-00 Fine	R2500-00 Fine
30.3.7	It fails to honour a fixture by not arriving to play the match on the fixtured date and time.	R1000-00 Fine	R2500-00 Fine
30.3.8	It fails to honour 3 matches during a League season.	None	Immediate withdrawal from Competitions
30.3.9	It fails to fulfil and comply with any lawful instruction given by the Disciplinary Committee.	R2500-00 Fine	R10 000-00 Fine
30.3.10	It fails to adhere to any directive, sanction, code of conduct issued by the Community Football Federation.	R2500-00 Fine	R10 000-00 Fine
30.3.11	It knowingly provides and furnishes incorrect, fraudulent, wrong information to the League Administrator or Community Football Federation.	R2500-00 Fine	R10 000-00 Fine and/or Suspension for 6 months
30.3.12	Where its players, management, officials, supporters, or people associated with the Club invade, or attempt to invade the field of play to disrupt the play (other than for crowd safety).	R5000-00 Fine	R10 000-00 Fine and/or suspension for 6 months
30.3.13	Where its players, management, officials, supporters, or people associated with the Club throw objects or attempt to throw objects at match officials, players,	R5000-00 Fine	R10 000-00 Fine and/or suspension for 6 months



**Competition Rules for Community Football Federation - 2024**

	opposition team management and their supporters.		
30.3.14	Where its players, management, officials, supporters, or people associated with the Club instigate and conduct violence, acts of violence or attempted acts of violence occur at a sanctioned match toward anyone in attendance.	R5000-00 Fine	R15 000-00 Fine and/or 6-month suspension
30.3.15	Where its players, management, officials, supporters, or people associated with the Club are insulting or assaulting players, officials, supporters, or anyone at the match.	R5000-00 Fine	R10 000-00 fine and/or 6-month suspension
30.3.16	Where its players, management, officials, supporters, or people associated with the Club maliciously damaging, or attempting to damage any property at the playing venue.	R5000-00 Fine	R10 000-00 Fine And/or 6 months suspension
30.3.17	Where its players, management, officials, supporters, or people associated with the Club fail to protect match officials from their own people abusing and assaulting them.	R5000-00 Fine	R10 000-00 Fine And/or 6-month suspension
30.3.18	Where the Club fails to report any misconduct or cover up any misconduct that occurred.	R2000-00 Fine	R5000-00 Fine
30.3.19	Where its players, management, officials, supporters, or people associated with the Club incite, motivate, pressure, or support any person to contravene any Competition Rules or Constitutional point of the Community Football Federation.	R5000-00 Fine	R10 000-00 Fine And/or 6-month suspension
30.3.20	It fails to attend any Disciplinary Hearing to which it was summoned to attend	R500-00 Fine	R2000-00 Fine

30.4 In regard to a **Player or Club Official**:

Nr.	Offence	Minimum Sanction	Maximum Sanction
30.4.1	Where a player or official, directly or indirectly interrupt, obstruct, disturb, or prevent the normal proceedings of a game, before, during or after the match.	R1000-00 Fine	R5000-00 Fine
30.4.2	Where a player, or officials, engage in corrupt, dishonest, illegal, or unlawful	R5 000-00 Fine	R25 000-00 Fine / and/or

**Competition Rules for Community Football Federation - 2024**

	intent to attempt to manipulate the outcome of the match result through bribery, threats of physical harm; reward or promise thereof; directed to a match official or opposition team or player.		Suspension for 2 years / or Banishment
30.4.3	Where a player, or officials accepts a bribe, reward, or promise thereof to manipulate the outcome of a match they are playing in.	R5 000-00 Fine	R20 000-00 Fine / and/or Suspension for 2 years / or Banishment
30.4.4	Where a player, or official fails on any of these Competition Rules and Constitutional requirements.	R1000-00 Fine	R5 000-00 Fine
30.4.5	It fails to adhere to any directive, sanction, code of conduct issued by the Community Football Federation.	R1000-00 Fine	R2 5000-00 Fine
30.4.6	Knowingly provides and furnishes incorrect, fraudulent, wrong information to the League Administrator or Community Football Federation.	R1000-00 Fine	R2500-00 Fine
30.4.7	Where a player, or official fails to attend a Disciplinary Hearing it has been subpoenaed to attend.	R1000-00 Fine	R2500-00 Fine
30.4.8	Where a player, or official, causes or threatens physical harm of a match official, player, opponent, officials through assault, abuse, verbal abuse, or racist allegations.	R1500-00 Fine	R3000-00 Fine
30.4.9	Where a player or official has fraudulently submitted player information for registration.	R1000-00 Fine	R2500-00 Fine

30.5 The COMMUNITY FOOTBALL FEDERATION reserves the right to include transgressions of misconduct and offences and amend fines as required.

## 31. APPEALS

31.1 The outcome of any sanction in either Protest, Complaint or Dispute can be appealed by a Club.

31.2 The requirement however would be that new evidence can be provided to the sitting body which would likely rule in a change of sanction.

**Competition Rules for Community Football Federation - 2024**

- 31.3 A Notice of Appeal must be submitted to the League Administration Office within 7 days of the sanction being released, whereafter further communication will follow. It must be noted that the notice must indicate the new evidence that will be submitted which potentially could change the sanction.
- 31.4 The Appeal Fee proof of payment must be submitted with the Notice of Appeal.
- 31.5 The Appeal Fee can be found in Rule 25 under Financial Obligations.

## **32. THE DISCIPLINARY COMMITTEE**

- 32.1 The COMMUNITY FOOTBALL FEDERATION to appoint a Disciplinary Committee to adjudicate on cases submitted.
- 32.2 The Disciplinary Committee shall consist of a Chairman, Recording Secretary and Deputy Chairman. The members do not have to be Executive members, as that could align with a conflict of interest in certain cases.
- 32.3 The Disciplinary Committee will issue Notices to Appear at least 7 days before the Hearing.
- 32.4 The Disciplinary Committee will capture and record all evidence presented and minute the proceedings and outcome.
- 32.5 The Disciplinary Committee will issue the outcome and sanction to the Club, League Administration Office, and COMMUNITY FOOTBALL FEDERATION.
- 32.6 Sanctions and outcomes must be presented and circulated within 2 days of the hearing.
- 32.7 The Disciplinary Committee is the only body that has the authority to reverse a result after a dispute finding and will submit such a change to the COMMUNITY FOOTBALL FEDERATION and League Administration Office.

## **33. MATTERS NOT ACCOUNTED FOR**

- 33.1 Any matter that is not covered by the Competition Rules will be directed to the executive of the COMMUNITY FOOTBALL FEDERATION for further handling and direction for attention.

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