



**SPORT CENTRE
UNIVERSITY of MALAYA
27th Biennial Intersvarsity
Games
Organizing Committee**



**Soccer
Rules & Regulations**

1. LAWS OF THE GAME

The above competition shall be governed by these Rules and shall be played in accordance with the Federation Internationale de Football Association (FIFA) Laws of the Game and adopted in this competition, unless otherwise specified in this notice.

2. PLAYER ELIGIBILITY

All players participating in this competition must be full-time students or staff (team managers) of their respective universities. Students are reminded to bring along matriculation cards or any other form of identification which certify their eligibility. **Failure to do so would disqualify the play.**

3. REPRESENTATION

(a) Each team may be represented by a **maximum of 18 players**.

(b) Each institute can register a maximum of **2** coach and **1** official.

(c) Teams must be represented by a team manager or official from the Institution concerned during the course of a match.

4. COMPETITION RULES

4.1 TEAM COLOURS

- a. The colours registered by each team shall be worn during the playing season and no change in the colours shall be permitted without the consent of the

organizer. Goalkeepers must wear colours, which distinguish them from the other players and the match officials.

- b. Players' jersey shall be clearly numbered on the back in accordance with the list handed to the referee before any match and there must be no change of numbers during the match except on a change of the goalkeeper. The Captain wears a distinguishing armband to indicate his status.
- c. When the colours of two competing teams are alike or similar, the second named team shall change to its second choice colours or a combination of its first and second choice colours provided, and where possible, that these do not include any of the basic colours of the first named team, the referee determining the same.
- d. The team must hand a copy of the list of names of players taking part in the game to the referee before time of kick-off.

4.2 SUBSTITUTION

- a. A team may use **6** substitute players at any time in a match. The **6** substitute Players shall only be selected from the names listed in the team sheet.
- b. If the goalkeeper is ordered off during play, the designated substitute may subsequently replace another player of the same team and play as a goalkeeper.
- c. A player or official dismissed from the field by the referee or under suspension shall neither sit on the bench nor render any help to the team during the match.
- d. There shall be no substitute of any player who is ordered off the field of play.
- e. No match shall commence unless there is a minimum of **seven (7)** players in each team. A match shall be abandoned if there are fewer than seven (7) players in a team during a match. The defaulting team shall be considered as having lost the match. The opposing team will be awarded 5 goals and 3 points.

4.3 DISCIPLINE

- a. **Red Cards:** A player who is sent off for any of the sending-off offences in The Laws of The Game will be suspended for the following one (1) match. In the case where he is being sent off for receiving a second caution-able offence in the same match, he shall serve a one (1) match suspension, and if necessary, an inquiry may be conducted within 48 hours of the suspension
- b. Suspension for red card infringement will apply throughout all stages of the competition.
- c. **Yellow Cards:** A player who has received two (2) Yellow card cautions in the course of the competition shall automatically be suspended for the following one (1) match in the competition.
- d. All cautions or send-offs given by the referees in an abandoned match/out of normal play, shall be considered in the same manner as if it were given in a completed match.

4.4 DURATION OF MATCHES

The matches shall be played of 90 minutes consisting of two halves of 45 minutes each with 15 minutes interval in between.

4.5 INCLEMENT WEATHER CONDITION

In the case of cancellation due to unforeseen circumstances i.e. Rain, the match shall be replayed if possible. If not, the result will be decided on the score thus far and draw shall be decided if the game had not been carried out.

5. TOURNAMENT SYSTEM

- a. The league will be played in single round robin format unless there are more than 5 teams.
- b. 3 league points shall be awarded to the winner of the match and 0 league points for the loser. In the case of a draw, each team shall be awarded 1 league point.
- c. In the case of a tie in league point, the following tie-breaking mechanisms will be applied (in listed order) to break the tie between tying teams :

- i. the winner of the tie between the teams concerned
 - ii. better goal difference; &
 - iii. better goal for;
- d. Thereafter, if there is still a tie, the team with more winning matches shall be awarded the better placing.

6. PROTEST OR APPEAL AGAINST RESULTS

- a. Any protest must be submitted to the Referee in writing by the Team Manager together with a deposit of **USD75** and within 30 minutes after the end of the match.
- b. If the protest is rejected, the deposit shall be forfeited. If the protest is upheld, the deposit shall be returned.