



Indonesian Student Soccer League 2009 - League Rules & Information

1. FEES (Non Refundable)

- League Registration Fee: \$500 per team. This will include
 - 25 Indonesian Student Soccer League Membership (Max)
 - Full use of Football ground on match days, all match equipments will be provided including line-marking
 - League Administration Fees
- Referee Fee: each team will be charged \$60 a game. The full payment must be settled prior to the beginning of the season. Any teams that withdraw from the competition either by choice or by force will not get the refund.
- ID Card : each team will be charged \$4 ID Card fee per player. Please note this ID Card is the one off fee.

2. ELIGIBILITY

- All players within each team must be over the age of 15 years old.
- All players must be registered as Indonesian Student Soccer League members to be eligible to play. As part of the registration process, each player must provide :
 - **Acceptable identification (Photocopy of Passport) for Indonesian**
 - **Australian Driver Licence / Passport / Student ID for Foreign Player**
 - **A digital photo that is not older than 12 months**
 - **Indonesian Student Soccer League Registration Form**
 - **The League Committee only accept Player Registration in a form of hard copy. No Player Registration can be done by e-mail.**
 - **Player that registered on a match day will not be allowed to play on the same day. League Committee will complete all the administration issue such as ID Card & Player Registration fee. The player registered can play the week after.**

- The Indonesian Student Soccer League match committee reserves the right to limit the number of teams which a club may enter into the competition and the right to refuse certain player registration.
- 5 Foreign players can be registered by each team. But only 3 Foreign players can be use in a match.
- Player transfer between teams is permitted for only 3 player maximum each team
- Each team allow updating / registering more new player. But it can only be done at a certain period which is on the beginning of the season and mid season (after exam period)

3. FORMAT (Based on 10 teams)

- Double Round Robin
 - Each Team meet twice during a season

4. POINT SYSTEM (for all matches)

- For each WIN, a team will be awarded three (3) points.
- For each DRAW, a team will be awarded one (1) point.
- The LOSER of a game will get no points.
- When two or more teams have achieved the same number of points at the end of the rounds, the order of preference shall be determined by goal difference.
- When goal difference fails to separate two or more teams, the order of preference shall be determined by determining which of them has scored the most number of goals.
- When goal difference and goals scored fail to separate two or more teams, head to head will determine the league standings

5. GOAL DIFFERENCE

- Goal difference is determined by subtracting the number of goals scored AGAINST a team from the number of goals scored for that team. The result may be positive (goals for exceed goals against) neutral, or negative.

6. SUBSTITUTES

- Maximum number of substitution is 5. A player once substituted cannot re-enter into the game.
- When a team is making a substitute the following rules must be followed:
 - The substitute player must be FULLY ready and then inform the 4th Official that his

team would like to make a substitution. He also needs to inform the 4th Official who is being substituted. The 4th Official will then wait for the right moment to make the substitution.

- When the referee is ready for the substitution to be made, the substitute has to hold up the whiteboard at the centre line of the ground. The substitution can only proceed when the referee has signalled it is okay to do so.

7. NUMBER OF PLAYERS

- A team shall consist of no more than eleven players, one of whom shall be the goalkeeper.
 - In the team sheet each team allow to register 18 player to play on the match with 11 starting players and 7 substitutes
- A team with less than 7 players on the field at kick-off will forfeit the match. The opponent team will be awarded 3 points and 5 goals or the average number of goals that team has scored thus far whichever is greater.

8. TEAM COLOURS & UNIFORM

- All players must comply the followings otherwise they will not be allowed to play:
 - **All Players must have the identical tops. Shorts & socks can be not identical but must be the same colour with the registered jersey.**
 - **All players must wear shin-guards, socks must be fully pulled to cover the shine guard at all time.**
 - **Rings, bracelets, watches, glasses and any other accessories that deemed to be in danger to other players (referee's discretion) must not be worn.**
 - **All players must wear the same registered number according to the team sheet**

- Each team must play in its registered colours. In the event that the colours of the two teams are the same, it is the away team's responsibility to contact the home team to make certain arrangement to avoid the colour clash. If the matter cannot be resolved, please contact the Indonesian Student Soccer league match committee. Failure to do so will incur a fine.
- The goalkeeper shall wear colour that distinguish him from outfield players and from match officials.

9. REFEREES and ASSISTANT REFEREES

- An official referee will be appointed by the Indonesian Student Soccer League match committee to each match.
- 4th Official & Assistant Referees will be appointed by the League match committee which consist of League Participant member.
- The Assistant Referee must report to the referee no later than 15 minutes before the start of the match.
- If by the scheduled time of kick-off, the official referee is not present, the two teams shall appoint a referee by mutual consent. If the official referee arrives late he shall take over from the time he arrives. If neither team feels uncomfortable with a mutual referee, the game should be rescheduled however the Indonesian Student Soccer League match committee must be informed first.
- A 4th Official will be introduced again in 2009 to handle the following:
 - Check uniform and player equipment 15 minutes before the game
 - Player Substitutions
 - To make sure Goal Net and all other equipment properly set up
 - To assist Referee and Assistant Referee
 - To report result, individual / team inappropriate behaviour, match incident & other important event.

10. DURATION OF THE MATCH

The duration of the first round match will be of ninety minutes - 40 minutes each half with 10 minutes break.

11. OFFICIAL STARTING TIME

- The kick-off times of all matches (season fixture) will be published well in advance and it is advisable that each team always check the website regularly.
- Any team, which is not ready on the field:
 - **The Referee will blow the whistle to indicate the kick-off time is reached;**
 - **Every 5 minutes from the time the referee has blown the whistle, the offending team (late) will concede 1 goal**
 - **15 minutes after the whistle is blown, the game will be considered as forfeited by the offending team (late). The opposing team will be awarded 3 points and 5 goals and a fine will be imposed. All officials have been instructed to be very strict on this rule and there will be no compromise.**

12. RESULTS

At the completion of a match the referee shall forward the result to 4th Official and match report will be forwarded from 4th Official to the Indonesian Student Soccer League match committee.

13. INSURANCE

Public Liability insurance will be covered by the match committee however the match committee / Officials, Melbourne City Council and League associate sponsors are not liable for any injury claims from players, who may get injury during the Football match. It is the individual club's responsibility to insure their players.

14. PLAYERS CONDUCT

- No violence will be tolerated, any players involve in a fight will get fine or suspended. If club officials do not control their players for any violent conduct then the whole team will be fine or suspended from the competition. **In some cases, the matter may be referred to the Victoria Police.**

- Club officials, substitute players, friends or family members must not sit or stand within 1 meter from the sidelines. In particular, the sides where the assistant referees are running on must be clear at all time.
- A player who has accumulated 2 yellow cards or a red card in a match will be sent-off the field and automatically be suspended in the next match. A player who has accumulated 3 yellow cards will also be suspended in the next match.
- Playing any ineligible players will incur a hefty fine and the game will be treated as a forfeited match. The opposing team will be awarded for 3 points and 5 goals or the goals scored during the game whichever is greater. Goals scored by the offending team will not be counted
- All participating teams and players are to accept the decisions of the referees and the Disciplinary Committee and to uphold the spirit and sportsmanship of the competition.
- To guard against any indecent discipline, a behaviour bond deposit of \$150 per team will be collected at the beginning of the season. The bond money will be held by the Indonesian Student Soccer League match committee and will only be either fully or partly refunded to clubs if and only if they have obeyed all the above rules.
- At the end of the season, a presentation dinner function will be held. It is mandatory that each team must have at least 10 players to attend.
- A weekly newsletter will be published on our website (<http://www.indostudent.org>) together with results of all matches, player suspension, goal scorers and the 'player of the year' votes.

15. OFFICIAL TEAM SHEET & ID Card

- Team sheet is very important so you must take it seriously, it must be handed to the 4th referee together with the ID card 30 minutes prior to the kick off. Player with no ID Card will not allow to play. and when the team sheet is not reached to the referee by kick off time, the game will be considered as forfeit.
- All team player's names (full name in BLOCK LETTER) and shirt numbers must be recorded in the team sheet and only those names recorded can play during the day, referee will not allow a player to enter the field without his name being recorded once the match has begun. It is also mandatory to name the starting 11 and the substitutes on the team sheet when it is handed in.
- After the team sheet is received, the starting 11 players must report to the 4th Official together so checking can be carried out for the uniform, shin guard & other equipments prior to the match. All teams are responsible to ensure the starting 11 players are on the field for the checking. Failure to do so and the match is delayed as a result, a fine will be imposed.

16. FINES

- A fine will be imposed on :
 - 2 Yellow Cards in one game - \$10

- A 'straight' Red Card - \$20
- A player who has cumulatively collected 3 'straight' red cards during a season will be fined for a further \$50 and will also be reprimand for extra suspension. In the worst case, that player will be kicked out from the competition.
- All fines must be settled in your next game - hand it in together with your team sheet BEFORE the game;
- If it is not paid in the first week, an additional fine of \$10 will be charged in your next game. Once again, please hand in the payment together with the team sheet;
- If it is still not paid in the second week, then the offending teams will not be scheduled a game in the following week. It will be treated as a forfeit game and the normal penalty & fine will be applied for forfeit game.
- Other fines:

Mishandling of Team Sheet	Minimum \$15
Causing Match Delay	Minimum \$20
Causing Colour Clash	Minimum \$20
Misbehaviour / Disciplinary / Racisms Issues	Minimum \$50
Forfeit Game	Minimum \$50

17. NETS, MATCH BALLS AND OTHER EQUIPMENT

- Match ball will be provided by the League Committee
- Ground Line Marking will be done by a contractor on match days
- Nets & pegs will be provided by the Indonesian Student Soccer League match committee and each team is responsible for setting up a net PROPERLY on either side of the ground. If there is a game scheduled after your game then all equipment can be retained on the ground otherwise each team is responsible to collect the net & pegs on the side they are playing in the second half. All equipment must be returned to the store room immediately after the game.
- Please take good care in setting up the nets as any injuries resulting from net setting and so forth is an individual risk, the match committee will not be held responsible for it.
- It is everyone's responsibilities to keep the place (all grounds and the clubhouse) neat and tidy.

18. Awards

- Team Awards:
 - Team trophies & Medallions for the Champion Team
 - Team trophies for the 2nd place
 - Team trophies for the 3rd place
 - Team trophies for fair play team award
- Individual Awards:
 - Indonesian Player of the year award
 - Foreign Player of the year award
 - Top Scorer award