

SOCCKER LEAGUE UK TERMS & CONDITIONS



1. REGISTRATION

- a. All teams must complete a registration form to enter a Soccer League. By completing the registration form you are agreeing to abide by the match rules and Soccer League UK terms & conditions.
- b. Upon registration to a Soccer League all teams will be affiliated to The F.A. If the team decides to leave immediately after registration (even without playing a match) team(s) will be charged the full admin fee and full FA affiliation costs.
- c. It is the responsibility of the team captain/manager to ensure all club players are aware of all rules associated with the league.
- d. All Soccer League's are run under the jurisdiction of the FA and players should be aware that cautionable offences may result in fines and bans from any FA competition and Soccer League UK competition.
- e. By joining Soccer League UK you are agreeing to fulfil a full season of league and cup fixtures. If your team is unable to continue in the league, all league match fees must be paid up to the end of the season and all kit returned in full. Teams will be charged for any kit which is damaged or not returned.
- f. Team(s) are asked not to spam any Soccer League UK social networking services, any abuse/damage to Soccer League UK's services will be investigated.
- g. In order to receive £100 winner's prize, the champions must enter the following league at the same venue. This only applies to all Soccer League's except Inner-London in which the champions will receive £500

2. MATCH FEES

- a. Teams are required to pay a £20 refundable deposit when joining a soccer league. Deposits are payable on the day of the first fixture and will be refunded when a team does not rejoin a new season. Please Note: Deposit will only be returned at the completion of a full season. Deposits will be used to cover unpaid match fees. See rules 2.b, 2.c & 2.d for further explanation.
- b. Match fees are £24 per team per match. By signing Soccer League UK's registration form, Team managers are agreeing to responsibility for all match fees, registration fees and match fines.

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- c. Match fees must be paid IN FULL to the match coordinator before the match begins. Soccer League UK operates a strict No payment = No football rule. Your match will not start until the match coordinator has given the instruction to the match referee.
- d. Missing match fees will be deducted from your deposit and must be repaid before the next fixture. Full match fee arrears must be settled in full within 7 days.

3. FIXTURES

- a. Changes to fixtures require a minimum of 7 days notice. Failure to give 7 days notice will result in the full pitch fee being charged to the team (Team match fee + opposition match fee). Soccer League UK will endeavour to arrange an alternative fixture (or friendly) for the opposition. Failure to fulfil a fixture will result in a 5-0 automatic loss.
- b. In the unlikely event that your opposition doesn't turn up on match night, Soccer League UK will endeavour to arrange an alternative fixture or friendly. Please be aware match fees are also payable for friendly games.
- c. It is essential to arrive 10-15 minutes prior to kick-off so games can be started on time. If a team does not arrive on time, the clock will start as scheduled and 1 goal will be conceded for every 5 minutes late. The referee shall award a 5-0 win if half-time is reached without sufficient opposition players on the pitch. In any instance of a team failing to fulfil a fixture, rules 7 & 8 apply. It is the match coordinators' decision to allow the match to be played as a friendly after half time should sufficient players arrive.
- d. Team(s) must check the website www.soccerleagueuk.com for fixture times and locations. Changes to fixtures will be noted on the website and communicated via text or phone call to the team manager. It is the responsibility of the team manager to inform all players of fixture times and locations.
- e. Players are permitted to warm up prior to games OUTSIDE of the pitch area.
- f. All spectators MUST stay clear of the pitch area for their own safety.
- g. Please adhere to the no smoking policy inside the CENTRE/VENUE pitch.
- h. Litters bin will be provided, please ensure all players avoid dropping litter.
- i. Bicycles are to remain outside of the pitch area in designated bicycle parking spots.

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- j. Upon completion of a game, all players are to leave the pitch promptly in order for the next game to commence.

4. MATCH RULES

- a. A minimum of 4 players must be on the pitch for a game to be played.
- b. No shin-pads = no game. Shin-pads are a mandatory FA requirement. Referees will challenge those not wearing shin pads and enforce our rule strictly.
- c. Games are 28 minutes long. At half time, teams must change sides promptly to avoid delays.
- d. All teams must wear FA approved outfits: Shirt, shorts/joggers, socks, shin-pads and appropriate shoes for the surface. (Please note that different venues have different rules. Please check with SOCCER LEAGUE UK'S match coordinators or the CENTRE/VENUE management. Anyone found playing in inappropriate footwear will be advised by Soccer League UK or CENTRE/VENUE management).
- e. Referees' decisions are final. All referees are FA qualified and will therefore follow the rules set out by Soccer League UK and the FA.
- f. ANY violent/indecent conduct from player(s)/team(s) toward match officials, Soccer League UK officials, teams or players, will result in a permanent ban from SOCCER LEAGUE UK with a £40 fine (payment must be made within 7 days) and reported to The FA for further action.
- g. 2 x Yellow/Blue card fines = £5. 1x Red card fines £10 + 1 match ban. ALL payments must be paid within 7 days to SOCCER LEAGUE UK to avoid further action by The FA.