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**Campus League:**

**11-a-side Football**

Information, rules and regulations for 11-a-side Football

# **Information**

## **Compulsory Captain’s Briefing**

Each captain must attend a start of season Captain’s briefing session. This will be delivered virtually.

Any Captain who cannot attend the session must provide a teammate to attend on their behalf.

## **Entry & League Fees**

Entry is only confirmed once entry fees have been paid. Bookings and payments are made online via the Connect Portal:

<https://www.usbonline.bham.ac.uk/Connect/>

If you do not know your PIN, select “forgotten PIN” then enter your University email address to receive it. Once logged in, select “Make a booking” then “Campus League” before selecting your desired sport/league.

If you wish to pay via a Guild Purchase Order (e.g from a Guild student group/societies account) please email your team name together with which league(s) you wish to enter to:

campusleague@contacts.bham.ac.uk

You will then receive an email confirming prices to show to the Guild. Forward any received Guild Purchase Order to the Campus League inbox – *your space in the league is only confirmed once this has been received and receipted*

## **Late Entries**

The deadline for entries to this league is Thursday 29th September. Entries after this time may still be received (if there is space in the league) but an additional £20 late admin fee will be applied.

## **Refunds**

Entries are non-refundable and non-transferable except in the event of the league being cancelled or medical evidence being provided.

## **League Format**

Leagues are split into an A and B league, with up to 6 teams in each. The leagues will be played out in a round robin format over Terms 1 & 2, with each team playing each other twice.

Once league fixtures have concluded, the top 4 teams from both A and B league will play a knockout tournament. The winner of this tournament will have the opportunity to play the winner of the other league knockouts for the 11-a-side Campus League Cup.

## **Awards**

Medals are available to the winners of each A and B Division. The winners of the Cup final with have their team name engraved onto the trophy.

## **Eligibility**

To be eligible to compete in Campus League, the individual MUST be a current student, member of staff or alumni from University of Birmingham.

## **Fixtures**

All fixtures will be viewable via Playwaze:

<https://playwaze.com/bookcommunity/fzo2491d5a3>

Or via the Playwaze app:

iOS: <https://itunes.apple.com/gb/developer/playwaze-ltd/id1000217218>

Android: <https://play.google.com/store/apps/dev?id=8110707711569600047>

As captain, you will be sent an invitational link for your team which will be set up for you. From there, you must invite your players directly to your team. This will be used as a team sheet for track and trace purposes.

Further information, including how to use the platform will be communicated to you closer to the league start date.

## **Referees**

Referees are provided with support from the University Men’s Football Team for League A, and games in League B will be self-refereed. If a referee cannot be provided/there is a no-show, a referee should be provided by each team, refereeing half of the match each. Matches will not be re-arranged due to a referee no-show.

Teams are reminded to respect the referee’s decision – all referees are volunteers.

## **Equipment**

Teams must supply their own bibs/balls – it’s the Home team’s responsibility to provide a ball for the match. Nets and pegs for the goalposts will be available to collect from the Metchley Pavillion. These must be returned afterwards.

## **Clash of Kit Colours**

Each captain must update their Home and Away Kit colours within the Playwaze web portal. It is the responsibility of the away team to check the home team’s kit colour and, should there be a clash, alternative colour kit should be worn.

The only requirement for kit is that the tops are of the same colour (except the keeper); they do not have to be specific football tops.

## **Continued Non-attendance**

If your team cannot make a fixture, for any reason, you must message the other team at the earliest opportunity via Playwaze. If you do not turn up to a fixture, the other team will be awarded a walkover. Continued non-attendance for league fixtures will incur the following penalties:

1 match = A warning and walkover awarded

2 matches = A walkover and 3 pts deducted

3 matches = Expulsion from the league

A "no-show" must be recorded as a walkover via Playwaze.

## **Results**

It is the winning team’s responsibility for inputting their results via Playwaze or the Playwaze app. Captains must post their result within 24 hours; any result not posted by the deadline may be deemed as void. If a team has accidently inputted the incorrect score, the score can be queried within Playwaze.

Points will be awarded as follows:

Win = 3 points
Draw = 1 point
Lose = 0 points
Walkover = 3-0

Positions within the division will be calculated by number of points, goal difference, number of wins, walkovers conceded and result of the match between tying teams.

## **Cancellation of fixtures**

Teams are NOT allowed to cancel or postpone fixtures except in extreme circumstances with prior agreement by the Campus League co-ordinator. Games can only be cancelled for bad weather by the grounds team and in these instances they will be rescheduled by the Campus League co-ordinator.

Re-arranged fixtures are totally at the discretion of the organiser. Campus League will not fund any re-arranged matches (unless due to weather/facility reasons).

## **Conduct**

Campus League places an emphasis on sportsmanship, team spirit, fair play and above all enjoyment of the game. Any behaviour on (or off) the pitch that goes against this ethos will result is disciplinary action. This can include expulsion from Campus League with no refund given and escalation to the University’s Student Conduct team. Captains and team members are encouraged to contact the League organiser should he/she witness any misconduct on or off the pitch.

## **Complaints Procedure**

In the event of a complaint:

A report is to be submitted by the captains of both the teams involved, the referee/umpire (where applicable) and any member of staff that was working at the facility.

These reports will be submitted to the Campus League co-ordinator for review.

If the complaint is upheld, this will result in a formal warning to the offending team as well as a 3 point deduction in their league total.

In the event of a second complaint, points 1 and 2 will be carried out concerning the new complaint and if upheld, the team may be removed from the league with no refund given. This can include entry refusal to future Campus League and UBSport events.

It should be noted that in all the above instances the decision of the Campus League co-ordinator is final and in some serious cases the procedure will move straight onto point 4. This is purely at the discretion of the Campus League co-ordinator.

# **Rules**

*Note that currently listed rules are subject to change - confirmation on final rules will be made at the Captain’s Briefing.*

1. **Laws** - All matches will be played according to the laws of association football.

2. **Timing** - The duration of all matches will be 45 minutes each way, with up to 10 minutes at half time. If the opposition is not on the pitch by 15 minutes after the start time, a walkover may be awarded to the team that turned up.

3. **Equipment** - Each team is responsible for putting up and taking down the goal nets and corner flags. The nets, flags, pegs, and a stepladder can be collected from the Pavilion.
4. **Players** - In order for a match to commence there must be a minimum of 9 players (per team) on the pitch, one of whom must be designated as a goalkeeper. Shin guards must be worn to provide a reasonable degree of protection and covered entirely by socks. Absolutely no university 1st or 2nd BUCS team players may take part. BUCS 3rd Team players are eligible to participate under the following restrictions per team:

* 1. A maximum of two 3rd team players on the pitch at any one time

Teams which do not stay within these restrictions will forfeit their match(s). Captains must submit details of BUCS players to the Campus League co-ordinator, which will be verified by Club Development.

5. **Referees** - If a match has not been assigned a referee then teams will referee their own matches. Each team must provide a referee who will referee ½ a match each.

6. **Colour Clash** – It’s the away team’s responsibility to check in advance the kit of the home team – alternative coloured tops should be worn if needed.

7. **Substitutions** - An unlimited number of substitutes may be named, however only a maximum of 4 substitutions is allowed per team during the match. If an agreement is made between both team captains and the referee, then roll on roll off substitutions may be made.

8. **Fixtures** - All matches must be played on the date and time as stated on the original fixture list. No matches will be re-arranged unless in exceptional circumstances. Re-arranged fixtures are totally at the discretion of the organisers. Campus League will not fund any re-arranged matches.

9. **Attendance** – It is up to all teams to ensure they are available for each fixture. If a team is unable to make a fixture, and if agreed with the opposing team, they may arrange to play the match privately. Pitch booking and payment would be the responsibility of the team unable to make the original fixture.

10. **Walkovers** – If a team incurs a walkover they will be deducted three points and their opposition awarded a 3-0 victory. A team that incurs a walkover may be removed from any end of season knock out tournament. If a team fails to turn up to play a match on 3 occasions, they will be immediately withdrawn from the league. A replacement team will be found and no refund will be given.

11. **Score Submission** -The captains of both teams are responsible for inputting their results via Playwaze. Captains must post within 24 hours of each match; any result not posted by the deadline may be deemed as void.

12. **League Tables** - Three points will be awarded for a win, one point for a draw and zero points for a defeat. League standings will be decided by the number of points, then goal difference, goals scored, and then by the result(s) between the teams involved.