

DISCIPLINE

Fellowship Football generally adheres to the rules of FIFA with the following adaptations.

Offside

There is no offside. Instead to avoid "goal hanging" an attacker must stand at least 10 yards away from the edge of the opposing goalkeepers area until the ball enters the opponents half.

The Goalkeepers Area

The 'D' is the goalkeeper's area. A goalkeeper cannot handle the ball outside his goal area.

Free Kicks

All free kicks are direct.

The opposing team must retreat 5 yards from the ball (instead of the usual 10yds).

Back Passes

A goalkeeper is allowed to pick up the ball from a back pass.

Penalty Kicks

If a penalty is awarded during a match or during a penalty shoot-out then the penalty taker is allowed to take a maximum of 3 steps and the goal-keeper should remain on his line until the kick is taken.

Goal Kicks

When the ball goes beyond the by-line and out of play behind the goal, the ball needs to be retrieved and the Goal Keeper needs to place the ball on the floor in his area and kick-out, alternatively he can throw out from within his area. He is not permitted to drop-kick the ball to restart play. (As is normal, drop kicks are allowed in open play)

Rolling Subs

Teams can rotate their players within a match as often as they like as long as they try not to hold up play. There can be only eight active players on the pitch at one time.

Bad Language

Foul language is frowned upon. For a first offence, players are usually just gently reminded.

If however a culture develops, team overseers are expected to stop play and claim free kicks where an offence occurs. This is to protect the league's values.

Players who consistently cause problems with their behaviour both on and off the pitch will at first be dealt with by the team overseer, usually informally. The Overseer has the right to discipline players (for example, withdrawal from the game).

If following these steps the player in question continues with their behaviour or the league committee receives a complaint from the Team Overseer of another team regarding the players conduct then the following will apply:

(1) First Complaint - Player will receive a written warning and be given the opportunity to reply.

(2) Second Complaint – 1 match ban

(3) Third Complaint – the League have the right to request the players withdrawal from the league for the remainder of the season.

In the vent of a more serious complaint of violent conduct, the League reserve the right to serve a playing suspension to the player without the above steps being taken, for a duration agreed by the League Committee.

Final note

Disciplining a player for bad behaviour is regrettable and something that we'd prefer not do. Sometimes however it may be necessary in order to protect the leagues values and maintain players safety.

In FF, discipline is always administered as a last resort in love, in the hope that it will bring about change.

Hebrews (12:7)



Rules of Play

2018/19 Season

INTRODUCTION

FF is an outworking of the Christian Church in Sudbury, Suffolk and the surrounding area. The whole ethos is centred in Faith in Christ. This is more fully explained in the 'About Us' Section of our website.

Our slogan is "Fellowship First Football Second" This means that we ask everyone to consciously make an effort to regard relationships with each other as being more important than our desire to win.

We pay particular attention to the following;

- Brotherly love - avoiding unnecessary confrontation with others.
(John 15:12) (Romans 12:18)
- Playing honestly and fairly
(Leviticus 19:36)
- Being willing to forgive each other when we fall short.
(Mark 11:25-6)
- Refraining from using bad language and misusing God's name.
(Matthew 12:36-7) (Exodus 20:7)
- Playing safely
(1 Corinthians 12:25)

Participating teams need to fulfil all the requirements that are laid out in our current Constitution document. Team leaders should familiarise themselves with this document.

SAFETY RULES

We take the players safety very seriously. Players must wear shin-pads during matches, only suitable Astro-Turf trainers should be worn (no blades / boots). All players must remove jewellery and/or tape wedding rings. If a player arrives in boots or unsuitable footwear and fails to observe the above then this will result in the player not being able to play that evening.

Sliding Tackles

To minimise injuries, 'sliding tackles' are not permitted. A distinction is made between a 'sliding tackle' and a 'sliding block', usually to block a goal-bound shot on target or to intercept a pass. This differs in that a sliding block is not against a person, there is no contact between the players. The player making the sliding block runs the obvious risk of injury to themselves from the Astro Surface – but there is no physical contact with an opponent.

TEAM RULES

Teams

Consist of eight male players. Additionally a team can utilise up to three substitutes. (In exceptional circumstances weaker teams can apply to be field a ninth player - this is to help prevent them getting thrashed every week.)

Player Registration

Before they can participate, players must complete a 'Player Registration Form' and should be aware of our rules and ethos. (See also restrictions on recruiting new players)

Rules Concerning Guest Players (NEW 2018-19)

When a team does not have 8 players available for a match, they are permitted to borrow up to 3 players to make up their numbers. These players must be obtained from the 'Guest Player' Pool. The pool is overseen by the Pool Monitor, who is a person appointed by the league management committee. The Guest Player Pool operates on a rotational basis. When a team needs a player, they must first contact the Pool Monitor, who will check with relevant team overseers to allocate the next player on the rota.

Teams are no longer permitted to approach guest players directly.

There is now a time deadline.

Teams must notify the Pool Monitor of any shortages at least 2 hours prior to their match kicking off.

Once the deadline has passed, teams are not permitted to borrow any more players.

Minimum Age and Weight

All players must be 14 and over (under 18 will require parent/guardian consent) with a minimum weight of 51kgs and will be registered to play for their team for the entire duration of the Season and are not free to transfer to other teams. All players play in the league on the understanding that it's a youth and adult league and participate at their own risk.

POINTS SYSTEM

League Points are awarded as follows;
Win 3 points. Draw 1 point Loss 0 points.

League Positions are decided by points only. Goal difference is not recognised.

Soul Cafes

Explaining the leagues Christian foundations to everyone taking part (irrespective of their beliefs) is necessary for securing the long term sustainability of Fellowship Football. One way in which we do this is through a bi-annual social event which we call the Soul Cafe. We expect everyone who participates in Fellowship Football to attend. They are held on Monday evenings at a time when we normally hold matches. Teams that attend and show their support are rewarded with league points.

ADMINISTRATIVE RULES

Pitch Hire

The cost of the pitch hire is agreed by the league committee. It is to be paid prior to the game. Currently £20 per team.

Home Team

The home team defends the "school end" in league games. In cup matches they have the choice of end.

The home team overseer should aim to ensure that the match commences by ten minutes past the hour at the latest, allowing teams some time for warming up and last minute preparations.

Cancelling a match

If a team is unable to field a team and cancels a match they automatically forfeit the game by a 5-0 scoreline and deducted 1 league point. They will also have to reimburse the opposition for any pitch hire costs if these have been incurred.

Submitting Results

To assist with league administration, teams need to promptly submit the result of their game, names of scorers and 'spirit of the match' ratings, details of any guests used, to the website overseer. This needs to be in by noon the following day at the latest. Details of goal scorers named after the noon the deadline will not be recorded.

Restrictions on Recruiting New Players

Unless they are short, from 1st April teams are prohibited from strengthening by recruiting new players. Team's breaking this rule could face a points penalty.

NO REFEREES

We play without referees. Decisions are made by the players under the guidance of the team overseers.

How do we deal with fouls?

In the first instance, if a player fouls an opponent, he is expected to offer his opponent a free-kick. (Fouled players can choose to play on if they want to, but they must make that clear)

Sometimes, a player may feel that he has been fouled, but hasn't been offered a free kick. In this situation he must immediately appeal as he would in normal football.

The method for appealing is as follows:

- The player fouled must 'immediately' stop, stand still, raise his hand and shout "foul!". He must stand still and keep his hand raised until he has been spotted and play will be brought back.
- As long as there is no dispute from the opposing team overseer, a free kick will be awarded from the place where the infringement took place.
- If however, both the team overseers disagree with the appeal, the free kick will be reversed and given against the person claiming the infringement.
- If the team organisers disagree with each other, play will resume with a drop-ball.

In the event of serious disagreements Team Overseers should seek to deal with matters amicably.

Any player found to be consistently making false appeals would be subject to disciplinary action. Players should accept the final decisions made by the team overseers. The overseers are human and are certain to make errors of judgment. This has to be accepted within the spirit of Fellowship Football.

GENERAL RULES OF PLAY