

Canterbury Sunday Soccer League Incorporated



League Rules

www.canterburysundaysoccer.co.nz

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1.1	5 Dec 2011	Committee	10	Referees fee changed from \$15 to \$18. Postal address update.
1.2	24 Nov 2014	AGM 2014	10	Referees fee changed from \$18 to \$21 per team.
1.3	23 Nov 2015	AGM 2015	All	Committee rulings updated.
1.4	21 Nov 2016	AGM 2016	2, 3, 5, 10	Committee rulings updated. Team fees increased to \$800.00.
1.5	27-Nov-2017	AGM 2017	3, 7, 10	Rules 3.5.3 and 7.7.1 updated, 10.7 removed. 10.4 Referees fee changed from \$21 to \$24 per team.
1.6	26-Nov-2018	AGM 2018	5, 11	Rule 5.2.3 game abandonment updated. Move rule 11.1 under rule 5.
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1.8	25-Nov-2019	AGM 2019	2.7, 2.8	Player registrations. Transfers.
1.9	22-Nov-2021	AGM 2021	2.7.6, 8.6, 10.4, 11.7, 12	Red flag dates. Special dispensation registration, Referees fee \$29. Prize monies threshold. League winners criteria.
2.0	21-Nov-2022	AGM 2022	3.22, 10.1, 15.7, 15.9	Rolling substitutions applied in all competitions. Team fees increased to \$950. King's birthday.
2.1	20-Nov-2023	AGM 2023	8.4	Saturday players limited at 2 per game, 4 registered.

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1 Laws of the Game

- 1.1 All matches shall be played under the usual FIFA football rules in association with the localised rules in the Canterbury Sunday Soccer League constitution and competition league rules.
- 1.2 In the event of a conflict between the FIFA rules and the Canterbury Sunday Soccer League constitution and competition rules, the localised Canterbury Sunday Soccer League constitution and competition rules shall prevail.

2 Registration, Clearances and Transfers

- 2.1 No transfers will be granted between 30th June and 31st October in any season. All transfers must be in the hands of the Administrator or Secretary of the League or emailed to the CSSL email account 48 hours prior to the game immediately before 30th June. This is usually 2.00 pm the Friday before the Sunday game.
- 2.2 Transfers of players into a CSSL club from another CSSL club shall require a written transfer clearance from the originating club (i.e. the club last registered for) or a clear email to the CSSL email account indicating the acceptance of the transfer of the player from both clubs concerned. Transfers of players into a CSSL club from a Mainland Saturday club can be agreed with an email to the CSSL email account from the relevant Mainland Saturday club administrator. Any player in default of such clearances shall be deemed "unregistered".
- 2.3 Interprovincial transfers remain open all season.
- 2.4 New players may be registered via a new player registration form which must be in the hands of the League Administrator or Secretary 48 hours prior to playing. Or can be registered by emailing the Team Registration Excel spreadsheet (as defined by the Management Committee) to the CSSL email account with clear and full details of the new player.
- 2.5 If a club/team/player leaves the League due to lack of compliance with the rules of the League or by their own choice, they are not permitted to transfer to another club until the following season with the permission of the Management Committee and only once any outstanding invoices have been paid.
- 2.6 Players shall be permitted to play in any team for the club that they registered for, except in the Knockout Competitions. Players are "Cup Tied" to the team they are first named for, and shall not be permitted subsequently to play for another team or club.
- 2.7 Registration:
 - 2.7.1 Club Registrations are due at the delegates meeting.
 - 2.7.2 Player Registrations must be emailed to or in the hands of the Administrator or Secretary of the League by 20th April. The registration details must be completed fully in the Team Registration Excel spreadsheet as defined by the Management Committee.
 - 2.7.3 Player registration is valid for one season only to ensure that players must register each year. This has no bearing on Transfers and a transfer will be required.
 - 2.7.4 During such time that any team or club has outstanding player registrations, they will be defaulted. This includes entry into the seasonal divisional competition and knockout competitions.
 - 2.7.5 All players are released at end of the year red flag date and are free to play anywhere the following season, unless they are listed as Red Flagged.
 - 2.7.6 The end of season red flag date will be the 31 December for each year.

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- 2.7.7 Clubs must notify the CSSL Administrator or Secretary by the end of season red flag date the list of their club players who still owe monies (subscriptions, fines etc) or have outstanding gear. These players are noted by the CSSL as Red Flagged and cannot transfer until all monies are paid, gear returned or the players prove that they are not red flagged players.
 - 2.7.8 For any disputes on the Red Flag then both Club and Player must provide evidence of outstanding monies or gear (provide subscription requests, provide financial proof of payments, provide proof of no subscriptions required etc).
 - 2.7.9 The CSSL will still have in season transfers for those players wanting to move clubs after the season has started and up until 30 June.
- 2.8 After a valid transfer is accepted via the usual channels, the CSSL Administrator will update both clubs Team Registration lists, removing and adding the transferred player respectively. The CSSL Administrator will then email the updated Team Registration lists to the respective clubs depending if both clubs are CSSL ones, and any relevant Committee member (Team Cards administrator).

3 Matches

- 3.1 COMMENCEMENT OF PLAY shall be at 1400 hours (2:00 pm) except by special arrangement with the Administrator or Secretary of the League. No ground change shall take place without the agreement of the Administrator or Secretary of the League.
- 3.2 COMPOSITION OF TEAMS:
- 3.2.1 Each team shall consist of a minimum of seven players at the start of play and a maximum of sixteen players on the team card with five substitutions permitted.
 - 3.2.2 All Divisions and Knockout Cup competitions are allowed "Rolling Substitutions".
- 3.3 CANCELLATIONS will be made by the Administrator or Secretary and advised at the latest on the day of the match by telephone and/or on the League website.
- 3.4 DURATION OF PLAY for all matches shall be forty-five minutes in each of the two halves. However, in the event of very wet conditions, the opposing team captain and the referees may agree to reduce the duration of play to thirty minutes in each of the two halves.
- 3.5 DEFAULTING Teams:
- 3.5.1 Defaulting teams must notify the Administrator or Secretary of the League.
 - 3.5.2 If a team defaults after 12:00 pm on a Friday they are fined as directed in the "Schedule of Fees and Penalties". Any defaults before that time will incur no fine.
 - 3.5.3 Teams defaulting after 12:00 pm on a Friday will be liable for all referee costs allocated to the game.
 - 3.5.4 Teams defaulted against automatically receive a three goal default win.
- 3.6 MATCHES:
- 3.6.1 No match shall count for more than one game, except at the discretion of the Management Committee.
 - 3.6.2 No match shall be played on a Cup Final date, except as authorised by the Management Committee.

4 Colours, Uniforms and Gear

- 4.1 The colours of the League shall be red shirts with white trim, red shorts and red socks, with an

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alternative white shirt with red trim and shorts and white socks with white trim.

- 4.2 Two corner flags and an optional halfway marker flag shall be provided by each competing team. These flags shall comply with the Laws of the Game (minimum height 1.5 metres (5 feet) when fixed to the ground).
- 4.3 Nets shall be provided for one goal by each competing team.
- 4.4 MATCH BALLS: Each competing team shall provide a match standard football.
- 4.5 PLAYING STRIPS:
 - 4.5.1 Players must appear in all matches in their club's registered strip, and all shirts must be numbered in a legible way on the back with no double ups on the playing field during the game.
 - 4.5.2 The away team shall change to their alternative registered strip in the event of a clash of colours.
 - 4.5.3 Sponsors' names or logos shall only be permitted in letters not exceeding 75mm (7.5cm) in height.
 - 4.5.4 Failure to comply with these conditions will be punished as directed in the "Schedule of Fees and Penalties".

5 Team Cards and Match Results

- 5.1 TEAM CARDS:
 - 5.1.1 All team cards shall be completed in full by each team with the number worn by each player corresponding with the player name on the team card.
 - 5.1.2 Completed team cards shall be the responsibility of the individual clubs and must be signed by the captain of each team, opposition captain and the referee/s at the completion of the game.
 - 5.1.3 The cards must then be posted to the League or scanned copies emailed to the CSSL email account and arrive within 9 days of the fixture being played.
 - 5.1.4 Failure to comply with these conditions will be punished as directed in the "Schedule of Fees and Penalties".
- 5.2 MATCH RESULTS:
 - 5.2.1 Match results must be emailed or rung/texted through to the advised telephone number by 9.00 pm on the evening of the fixture.
 - 5.2.2 Where a team has won a match by default, or where the match has been abandoned before or after the commencement of play, the result details must be still be notified.
 - 5.2.3 In the event of abandonment of a match due to natural conditions (bad weather, safety concerns, serious injury, lighting etc) or outside conditions (equipment failure e.g. goal posts, interference of spectators, disorder and fighting between players/spectators); the Management Committee shall decide if and when such matches are replayed. If the game is not replayed then the score shall be determined as per 5.2.6.
 - 5.2.4 In the event of abandonment of a match due to a team refusing to play a game before or after the commencement of play (e.g. mass walk off), the game will be deemed a match forfeit to their opponents.
 - 5.2.5 In the event of abandonment of a match due to a team having insufficient numbers of players before or after the commencement of play (less than 7 players), the game will be deemed a match forfeit to their opponents.

- 5.2.6 For all abandoned and forfeited games the score will be determined by the Management Committee. The final score may be the score at the termination of the match, or a three goals to zero loss whichever is the larger by margin against any offending teams.
- 5.2.7 Failure to comply with these conditions will be punished as directed in the "Schedule of Fees and Penalties".

6 Referees

6.1 REFEREES AND ASSISTANT REFEREES:

- 6.1.1 As a prerequisite to entering the League, each team must register two current club based referees who have completed the Mainland Football Club based referee course. Only these referees are to referee their team's half game responsibility.
- 6.1.2 All communication relating to the appointment of referees (and information as to grounds, dressing room, kick off times, etc) should be made to the Referees Delegate.
- 6.1.3 All clubs are expected to supply one assistant referee to officiate in all League and Cup matches where the League appoints none.
- 6.1.4 Where a referee has not been allocated, the Home team is to referee the second half and the Away team the first half. Any person so appointed shall have accorded to them all rights as if the game was controlled by a duly authorised official.
- 6.1.5 Any person appointed with the agreement of both teams may control the full fixture. Once this agreement is given by both teams it may not be withdrawn.
- 6.1.6 Failure to comply with these conditions will be punished as directed in the "Schedule of Fees and Penalties".

- 6.2 Referees and assistant referees shall be paid in full before the end of the financial year in accordance with the number of officials supplied to each club for the season. Fees will be as directed in the "Schedule of Fees and Penalties".

7 Misconduct

7.1 INCIDENT REPORT:

- 7.1.1 In the case of an incident, a report must be in the hands of the League Administrator or Secretary within 48 hours of the fixture being played in order for the matter to be addressed.

7.2 APPEALS:

- 7.2.1 A non-refundable \$50.00 Appeal Fee shall be paid at the time of lodging a protest or appeal against a League decision. The Appeal Fee may be refunded if in the opinion of the Judicial Committee a protest be deemed not to be trivial or that new evidence is introduced in the appeal.
- 7.2.2 No appeal shall be heard without payment of any original fine imposed by the League.
- 7.2.3 At an inquiry into allegations of misconduct the League may make its own procedure insofar as that procedure is not inconsistent with the rules and regulations of the League or the normal rules of a fair hearing and natural justice.

7.3 INTERFERENCES:

- 7.3.1 The Judicial Committee may at its discretion annul or order a match to be

replayed.

7.4 BRINGING THE GAME INTO DISREPUTE:

7.4.1 A decision on bringing the game into disrepute will be as determined by a Judicial Committee and will be punishable as outlined in the "Schedule of Fees and Penalties".

7.5 LACK OF AGREEMENT:

7.5.1 In the event of the opposing team captains failing to agree about the state of the ground, goal posts or other appurtenances of the game, the referee appointed by the teams shall decide whether the match shall be played or not, and their decision is final.

7.6 DISPUTE:

7.6.1 Should any dispute arise between competing teams, a Judicial Committee may call for a referee's report which shall be taken as fact. No evidence in contradiction of the report will be allowed, but evidence in support of extenuating circumstances in mitigation of punishment may be admitted within a reasonable time period as set by the Judicial Committee.

7.7 ORDERED OFF:

7.7.1 Any teams player ordered from the field of play by an official referee shall be fined as directed in the "Schedule of Fees and Penalties" and stood down for the next match including Knockout Competition or finals. And any additional penalties given by the Committee.

7.8 CAUTIONED:

7.8.1 Any player or official who is cautioned will be fined as directed in the "Schedule of Fees and Penalties". If a referee asks a player his name and the player gives any other name but his own, he will be disciplined at the discretion of the Judicial Committee.

7.8.2 A person accumulating five cautions within a season shall automatically receive a one match suspension which needs to be served the following match.

7.9 Any team playing a suspended player will be defaulted and this player suspended for a further match following.

7.10 The League at the commencement of the following season shall observe any period of suspension which remains outstanding at the conclusion of the season.

7.10.1 For the purpose of this clause the words "conclusion of the season" shall mean that all competition matches of the club team for which that player normally plays has been completed.

7.10.2 A player suspended in a League or Division carried over from the previous season shall stand down regardless of their transfer or clearance for however many playing days remain from the previous season.

7.11 Mainland Football may handle all judicial hearings and act as the Judicial Committee.

8 Eligibility

8.1 INELIGIBLE, UNREGISTERED PLAYERS OR FALSIFYING TEAM CARDS:

8.1.1 Any team found playing ineligible, unregistered players or falsifying a team card shall be defaulted. If both teams are found to have played such players the match

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result will be a loss for both teams.

8.2 SCHOOLBOY PLAYERS:

8.2.1 Secondary school players can have dual registration unless registered with a Mainland Football Saturday Senior Club team.

8.2.2 No player younger than sixteen years of age is permitted to play in the League unless an age dispensation form is filled out by their parent and in the hands of the Administrator or Secretary by 12 noon Friday prior to their first game.

8.3 MASTERS PLAYERS

8.3.1 Mainland Football Masters players can have dual registration with the Canterbury Sunday Soccer League.

8.4 SATURDAY PLAYERS:

8.4.1 A limit of 4 Saturday players can be registered per team for the season. And the registered Saturday players cannot be replaced.

8.4.2 Only 2 registered Saturday players can play for a CSSL team on any game day.

8.4.3 The Saturday players available for the CSSL teams can only be playing in Saturday Divisions 1 and below.

8.4.4 CSSL teams who want to use Saturday players must register them in the usual Registration team spreadsheet with the usual details (full name, date of birth, address, cell number, email) and including the Saturday Club and Saturday Division the player is in

8.5 ANY TEAM unable to compete in an official Canterbury Sunday Soccer League fixture will automatically be deemed to have lost the match and the opposing team awarded a default win.

8.6 SPECIAL DISPENSATION REGISTRATION

8.6.1 Special dispensation registration to play in the Canterbury Sunday Soccer League can be sought by contacting the Secretary or Administrator for the CSSL Committee to make a decision. This will be decided by the Committee at its discretion and on a case by case basis.

9 Membership Fees

9.1 Non-refundable 10% deposits are due at the delegates meeting.

9.2 THE BALANCE of the non-refundable Registration Fee remaining after payment of the deposit shall be paid in two installments as follows:

9.2.1 One half of the balance (45%) shall be paid no later than the 20th day of April each year.

9.2.2 The remainder of the Registration Fee must be paid no later than the 30th day in June of each year.

9.3 Any team defaulting two times in a row or three times in any one season will be removed from the League.

9.4 ENTRANCE FEES shall be paid to a competition, playing event or social event.

9.5 NEW CLUB BOND may be required to be paid upon application to join the League or by the delegates meeting each year. Bond monies shall be repaid to any club withdrawing from the League, less money owed to the League.

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- 9.6 GATE MONIES and all other monies received as a result of a League fixture shall be the property of the League unless the Management Committee shall decide otherwise.
- 9.7 ANY COMMITTEE MEMBER viewing misconduct at any fixture sanctioned by the Canterbury Sunday Soccer League shall contact the Administrator or Secretary of the League immediately and file a written report which is to be in the hands of the Administrator or Secretary within 48 hours of the fixture being played.
- 9.8 TEAMS, CLUBS, PLAYERS WITH FINANCES OWING
- 9.8.1 Invoices outstanding at the end of the season will be carried over to the following season where all outstanding debt will need to be paid in full by the delegates meeting in order to register.
 - 9.8.2 During such time that any team or club has outstanding fees / invoices, they will be defaulted. This includes entry into the seasonal divisional competition and Knockout Competitions.
 - 9.8.3 If a club/team/player leaves the League due to lack of compliance with the rules of the League or by their own choice, they are not permitted to transfer to another club until the following season with the permission of the Management Committee and only once any outstanding invoices have been paid.
- 9.9 INVOICING
- 9.9.1 All invoices issued by the Management Committee shall be due for payment within 14 days of issue. Invoices sent after the seasons finished need to be paid within the 14 day period or no result will be recorded for the season.

10 Schedule of Fees and Penalties

Item	Description	Fee or Penalty
10.1	Team Registration Fees – per team	\$950.00 per team
10.2	Team Entrance Deposit (included in total Registration Fee) – per team	\$80.00 per team
10.3	New Club Bond Fee (in addition to Registration Fee) – per team	\$500.00
10.4	Referee and Assistant Referee per Official – per team	\$29.00
10.5	Late Payment (when finances are owing on game day)	Default
10.6	Result not notified or late	\$25.00
10.7	If no team card has been received within 5 days after the game a warning is given to the club by the Committee. The warning gives the club a further 5 days after to provide the team card. And if no team card is provided after this, then the team is defaulted.	Default
10.8	Incomplete Team Card	\$25.00
10.9	Falsifying a Team Card	Default
10.10	Unregistered or Ineligible Player	Default
10.11	Incorrect Appurtenances – per item	\$5.00 per item
10.12	Incorrect Strip – per player	\$5.00 per player
10.13	Default without notice to the Administrator or Secretary by 12 noon Friday – per team	\$50.00
10.14	Bringing the Game into Disrepute	\$100.00
10.15	Withdrawing from the League during the season – Loss of bond	\$500.00
10.16	Failure to Attend a General Meeting	\$100.00
10.17	Red Card (sending off) – minimum one game stand down	\$50.00
10.18	Yellow Card (caution)	\$25.00
10.19	Yellow Card (temporary dismissal)	\$10.00
10.20	Judicial Appeal Fee	\$50.00
10.21	Non-Registered Referee	\$25.00
10.22	Code of Conduct violations – good behavior bonds or non-refundable penalties	Up to \$2000.00

11 Competitions

11.1 GROUNDS:

- 11.1.1 PRIVATE: Matches shall be played on the grounds as allocated by the Management Committee and clubs shall be responsible for the upkeep of goal posts and the marking of grounds as allocated to them for such purpose.
- 11.1.2 COUNCIL: In the event of ground markings and goal posts being inadequate, correspondence to the ground-allocating authority must be brought through the Management Committee. Only the Administrator or Secretary of the League is to deal with this.
- 11.1.3 No Home Ground: In the event of no home ground, the Committee through Mainland Football shall allocate a ground and the first named team shall be considered as the home team.

11.2 Leagues

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11.2.1 THE LEAGUE shall consist of five divisions known as: 1st Division, 2nd Division, 3rd Division, 4th Division and 5th Division with the addition of any sponsor's name.

11.2.2 DIVISIONAL CHAMPIONS shall be decided by allotting three points for a win and one point for each draw and the team with the highest number of points at the official close of the season shall be declared the winner. In the event of two or more teams finishing with an equal number of points, goal differences shall decide the issue. In the event of a further tie, the team with the most goals for will be declared the winner.

11.3 PROMOTION:

11.3.1 The top two teams in the 2nd, 3rd, 4th and 5th Divisions shall be promoted to the next highest Division. The bottom two teams of the 1st, 2nd, 3rd and 4th Divisions will be relegated to the next lowest Division.

11.3.2 DIVISIONAL VACANCIES shall be filled by teams selected by the Management Committee.

11.3.3 Prizes shall be allotted to the top placed teams in the five Divisions by the Committee after consultation with sponsors from year to year.

11.3.4 COMPETITION SEASON shall last from the first day in April in each year to the 31st day of October in each year or as set by the Management Committee. Player registration is for this period only.

11.3.5 The team in the highest Division in any multi-team club shall be known as the A team.

11.4 COMMENCEMENT OF PLAY:

11.4.1 Any team(s) not prepared to commence play within fifteen minutes of the specified time, unless good cause can be shown, shall be held to have lost the match and the **opposing team awarded a default win**.

11.5 TOSS OF A COIN:

11.5.1 The away captain shall call at the toss of a coin and the winning team captain shall decide which half of the field his team shall defend. The losing team captain will be awarded the kick off.

11.6 POINTS are to be allocated as follows:

- 3 Win
- 0 Loss
- 1 Draw
- 3 Goals given for default win

11.7 Prize Monies

The threshold level of games completed in the season for the payment of any prize monies to occur is set at 80%.

12 Criteria for League Winners for Incomplete Seasons

The following criteria will be used for any seasons cut short due to outside circumstances.

12.1 For these rules 12.1 to 12.5 below to apply for the league criteria winners, a complete round must be played in a season. A complete round is defined as every team having played every other team once. Otherwise, the specific league is null and void.

12.2 There are three main areas of criteria looked at when determining a winner for any CSSL competitions that are not completed in a season due to outside circumstances e.g. pandemic lockdowns, rain postponements, City Council access to grounds.

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- 12.2.1 The team was top of the table at the most recent conclusion of a complete round, as defined in Point 12.1.
 - 12.2.2 The team is currently top of the table after all match weeks that have been played were considered.
 - 12.2.3 The team has a clear superior head-to-head record against teams in the top 3 that are still capable of winning the league. Assuming there is a clear winner. But if the head-to-head records of the top 3 teams are not sufficient to make a fair call then the teams cannot make use of the Point 12.2.3 criterion to be a joint winner and it is not applicable.
- 12.3 In order for any individual team to be declared the outright winner of an incomplete competition, they would need to meet all three criteria above in Point 12.2.
- 12.4 Otherwise, in the event a team does not meet all three Point 12.2 criteria.
- 12.4.1 Teams that meet at least one of the criteria and are still capable of winning the league will be considered Joint Winners.
- 12.5 If these league criteria rules are applied in a season, then there is no promotion/relegation for the following season.

13 Pre-Season Tournaments

- 13.1 THE COMPETITION shall be called the "Pre-Season Tournament" with the addition of any sponsor's name.
- 13.2 THE COMPETITION shall be open annually to all clubs affiliated to the League, which the Committee may approve. The entries shall close on the 1st day in February in each year.
- 13.3 THE MANAGEMENT COMMITTEE shall make the open draw for the competition and specify the date on which game shall be played and the time of kick-off.
- 13.4 The tournament will be limited to the first sixteen entries and limited to one team per club except where extra teams are required to make up numbers.
- 13.5 Players will be "Cup Tied" to the team for which they first played in any one season.
- 13.6 Players must be currently registered to the club for which they intend to play. Otherwise Registration and Transfer forms are required no later than seventy-two hours before the game.
- 13.7 ALL MATCHES shall be in accordance with the "Laws of the Game" with the following exceptions:
- 13.7.1 Games shall be played in a "Round Robin" system except the semi-finals and finals.
 - 13.7.2 The winner of each section will be drawn to establish the semi-finalists; the winners of the semi-finals will then play in the finals.
 - 13.7.3 The semi-finals and final shall, in case of a draw, be played for an extra fifteen minutes each way. If a draw still results at the end of extra time then five penalties by five different players of each competing team shall be taken; the taking of penalty kicks shall alternate between each team. If a draw still results, "sudden death" penalties shall be taken alternately by one player from each team.

14 Six-A-Side Competition Rules

- 14.1 ALL PLAYERS must be currently registered for the Sunday club for which they intend to play.

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- 14.2 EACH TEAM shall consist of no more than eleven players.
- 14.3 TEAMS are allowed "Rolling Substitutions".
- 14.4 ONE TEAM CARD per team per day is required and this must be handed to the organisers before the commencement of the first game.
- 14.5 WITH THE EXCEPTION of the final and semi-final, a game will consist of two halves of five minutes each way with a one-minute interval.
- 14.6 SCORING and Other Rules:
- 14.6.1 3 points per win
 - 14.6.2 1 point for a draw
 - 14.6.3 No offside play or penalty kicks, only free kicks
 - 14.6.4 Corners to be taken as corners
- 14.7 AT THE END OF ROUND ONE ROUND ROBIN: the top team from each group shall be in the semi-final. In the event of two or more teams being tied on points at the end of Round One, the team with the best goal difference shall proceed to the semi final.
- 14.8 THE SEMI-FINAL AND FINAL shall consist of two halves of ten minutes each way with a two minute interval. In the event of a draw at full time, an extra period of two halves of ten minutes each, with a half minute interval shall be played. If the game is still drawn the winner will be decided on penalties as laid down in the rules for Knockout Competitions.
- 14.9 THERE WILL BE a break of ten minutes between the semi-finals and the final.
- 14.10 Further rules specific to the competition may be issued by the Competition Coordinator.

15 Knockout Competitions – CSSL Trophy and Bolam Cup

- 15.1 THIS Rule shall apply to the competition called "The Bolam Cup Knockout" and "The Canterbury Sunday Soccer League Trophy" herein after called "The Bolam Cup" and "The CSSL Trophy" respectively. The name of any sponsor may be added.
- 15.2 ENTRY TO DRAW:
- 15.2.1 Each club will have one team in the Bolam Cup. In multi-team clubs this team will be known as the "A" team for that club.
 - 15.2.2 All other teams will be drawn in the CSSL Trophy. These teams will be known as "B", "C" etc.
- 15.3 THE MANAGEMENT COMMITTEE shall make the open draw for both competitions, specify the dates on which each round shall be played, and also allocate the venues and specify the times of kick-off.
- 15.4 ALL MATCHES shall be played in accordance with the "Laws of the Game" with the following exceptions:
- 15.4.1 In all matches including the final the duration shall be ninety minutes.
 - 15.4.2 If a draw results at the end of ninety minutes of play an extra time of fifteen minutes each way shall be played.
 - 15.4.3 If a draw still results at the end of extra time then five kicks shall be taken at goal from the penalty spot by five different players from each competing team; the taking of kicks shall alternate between each team. If a draw still results "Sudden

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Death" kicks shall be taken alternately by one player from each team.

- 15.5 IN BOTH COMPETITIONS PLAYERS shall be "Cup Tied" to the team for which they are first named. Once having been named in either of the competitions, players are not permitted to play in the other competition or in the knockouts for any other team or club.
- 15.6 New players or players not on the original team cup card but registered for the club may be added at a later date.
- 15.7 THE EARLY ROUNDS OF THE KNOCKOUT COMPETITIONS that are necessary to reduce the competitions to the quarter-final stage may be played on Anzac Day and where necessary King's Birthday Monday.
- 15.8 FOR THE BOLAM CUP COMPETITION: the first draw shall contain only sufficient teams that are necessary to reduce the competition to sixteen teams. First Division teams shall not be included in the first draw. In the event that the First Division teams are required it shall be the teams promoted from the Second Division at the end of the previous season and then the lowest ranking teams on the results of the previous season.
- 15.9 After King's Birthday the Bolam Cup and CSSL Trophy games will take precedence over all League fixtures.
- 15.10 Independent referees will be allocated to cup games where possible.

16 Trophies and Awards

- 16.1 Trophies shall remain the property of the League. If a trophy goes missing the club concerned is financially responsible to replace the trophy to the Management Committee specifications.
- 16.2 Medals shall be provided to the winners of each Division, to a maximum of sixteen medals per team. Knockout Competition winners and runners up shall also receive medals accordingly, as shall officials of each Knockout Competition.

17 Summary of Dates

- 17.1 Delegates meeting:
 - 17.1.1 Club Registration Due
 - 17.1.2 10% Fees due
- 17.2 20th April:
 - 17.2.1 Team Registration Due
 - 17.2.2 1st Instalment of fees due
- 17.3 30th June:
 - 17.3.1 Transfers close
 - 17.3.2 Final instalment of fees Due
- 17.4 Season 1st April – 31st October