



football league start up pack

welcome and contents

Play On Sports Arena would like to welcome you to our new football season. Thank you for joining one of our many exciting leagues and we look forward to seeing you enjoy your football week in week out.

Should you have any questions please do not hesitate to contact us as below:

P: 0207 515 0000

W: www.playonsports.co.uk

E: play@playonsports.co.uk

We wish you all the best for the season ahead!

The Play On Sports Team

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the league format

All of our leagues work in a round robin format with each team playing each other once (subject to a number of teams) followed by play off games for placements and semi finals.

For example in a eight team league at the end of the round robin stage fixtures will be allocated as below:

Semi Final:

1st v 4th

2nd v 3rd

Final

Placement Games:

5th v 6th

7th v 8th

Scoring League Points:

Win – 3 points

Draw – 1 point

Loss – 0 points



paying for your team and what you receive

There are two ways to pay:

Pay for your season in full up front. Paying up front is recommended as you have no further worries on game day while also securing a discount of 10% over the course of the season. Cost: £350

Pay per game. Payment of £140 + £35 registration fee must be paid in advance followed by £35 for the first six games of the season. **Cost: £385**
Proof of payment is required

Payment can be made in the following ways:

Credit or Debit Card

BACS

Cash

Company Invoice (Card guarantee required)



Your league fee covers:

- ✓ Your registration fee
- ✓ A minimum of nine league fixtures
- ✓ A minimum of one placement game or semi final depending on qualification
- ✓ Umpiring of all of your fixtures
- ✓ Equipment being available for use at each game (owned by Play On Sports)
- ✓ Balls
- ✓ Live online league table
- ✓ Access to the Play On Sports Team Management System

searching for ringers

Play On Sports understands that on occasions even the most committed team member may not be able to make the game, leaving your team short.

To assist with this you can search for ringers through our website. Simply login and follow the steps below:

Step 1: From the “Control Panel” taskbar, select “Find Ringers”

Step 2: Use the panel to select the fixture for which you require ringers. The select “Indoor Football” and click “Ringer Search”

Step 3: Use the results page to select the ringers that you wish to contact. Click “Contact Ringers” when they receive an email to which they will be able to reply directly to you



Alternatively, drop us an email at

play@playonsports.co.uk

or call our office on

0207 515 0000

the rules

5-a-side League Rules:

GENERAL:

Teams may only have Five (5) players on the pitch during play. Four (4) on field players plus the goalkeeper.

Each team can have up to Two (2) substitutes. These are rolling substitutes but the game must be stopped and referee informed prior to substitution. This also applies if goalkeeper is changed.

More than Seven (7) players can be used through out the season but not during the one game.

A player must play in at least 3 games to qualify to play finals.

Each half runs for 20 minutes (running clock) with a 2.5 minute interval. (30mins for Corporate League)

If the team is paying weekly the Team Captain must present receipt of payment to referee before kick-off.

SUBSTITUTIONS:

Please note that the maximum number of substitutes that any team can use for a game is TWO, which means that you are only allowed SEVEN players for the whole game. You are allowed more than SEVEN players in your squad for the season however, but each player must have played a minimum of THREE league games to qualify for the semi-finals and finals. If you find out that a team is trying to use more than SEVEN players please bring this up with the referee or management at the time of the game. It is the captain's responsibility, not the Referees, and if it is found that a team has used more than SEVEN players the game will be forfeited, and point awarded to the opposite team.

TEAMS LATE FOR KICK-OFF:

Goals will be awarded if a team is late. If a team is not ready for kick off, when the game is due to start, the opposition will be awarded one goal, and then another for every 5 minutes gone by (3 Minutes for Corporate League). These goals do not have to be given, as it is the Captains decision, but this must be clarified and announced by the referee before the game begins.

Game Points are awarded as follows:

3 Points for a win. 1 Point for a draw.

No bonus points will be awarded for extra goals but teams will be ranked if points are equal by goal difference, and then by goals scored, and then by then by head to head encounter/s.

Back passes are allowed and the Goal keeper can pick the ball up. If the GK passes ball to defender and the ball is passed directly back to GK an indirect free kick from where the defender passed the ball will be awarded. Not a Penalty.

the rules

GOAL KEEPER'S (GK) AREA:

This area is defined as the semi circle around each of the goals and rising vertically to the roof net.

The GK is the only player allowed in this area.

The GK is not allowed outside this area. If he does go outside the area a penalty will be awarded, unless the referee believes it has only been his momentum that has taken him out.

If a defending out field player enters the GK area, to gain advantage or is in the field of play they will be penalised, and the attacking team awarded a penalty.

If an attacking player enters the GK area a free kick will be awarded to the GK.

If a goal is scored and then the attacking players momentum carries him over into the GK area, the goal will be awarded, but only if the ball is struck clearly outside the GK area.

FREE KICKS:

No slide tackling. If an out field player plays the ball whilst he is on the ground an indirect free kick will be awarded to the opposition.

No tackling from behind.

If a player is congested against a net/wall the referee will play the indirect free kick to this player to relieve the congestion.

Holding onto the net to gain advantage is prohibited. A free kick 1 metre in from the place of infringement will be awarded against offender.

A defending player must be Two (2) metres from the ball. Free kicks are all indirect, unless the foul was a scoring chance, then it is a Direct free Kick. The referee will determine this.

If a free kick is awarded within 2 metres of the goal circle, the ball will be taken back to 2 metres from the circle.

PENALTIES:

When a penalty is awarded, the ball must be placed at the top of the goal keepers area on the red circle line. The shooter is not allowed to take a run-up. One foot must be placed beside the ball and then the ball is to be struck. The goal keeper must remain on the goal keepers line.