



THE CORPORATE LEAGUE Rules and Regulations

League Rules

1. Preamble

- A. The following rules are complemented to the rules of the **Fédération Internationale de Football Association** (FIFA).
- B. If necessary, The Corporate League Management (herein referred to as TCL Management) has the capacity to decide on any case not envisaged.
- C. TCL Management reserves the right, during the course of the season, to amend the rules and regulations pertaining to the competition. All captains and referees will be notified of any changes that may arise.

2. Registration of Teams

- A. To participate in the league, each team is responsible for the current registration fee set by the league for each season.
- B. League registration fees (team or individual) are not refundable.
- C. Registration in The Corporate League automatically engages the teams to:
 - i. Observe the present rules and regulations
 - ii. Accept that all administrative, disciplinary and arbitration decisions concerning the league are settled by TCL Management according to the submitted rules.
 - iii. Respect the principles of fair play.

3. Registration and Eligibility of the Players

- A. A team must complete the registration form by submitting the individual forms for each of the maximum 20 players (including goalkeeper) before the beginning of the season.
- B. Each player must submit proof of employment from their company upon registration (does not apply to the players described in s. 3(C) below). Acceptable forms of proof include official company ID; Labour Card; a letter on official company stationary stamped by the chamber of commerce; or Iqama that states employer.
- C. Each team may have a maximum of 3 players, who are not currently employed by the company, to be registered with the team.



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- D. Each team will be permitted to make up to three changes in the roster at no additional cost. Any additional change will carry an administrative fee of SAR 100. No changes to the team roster are permitted after the end of the first round of games (as indicated on the schedule).
 - E. Every player must complete and submit the Player Information Page of the Application Form with the required Iqama copy attachment before being allowed to play.
4. Uniforms and Player Numbers
- A. TCL Management will provide each team with a freshly washed set of bibs with numbers 1-20 to be worn by each of the team's players according to the player's assigned number.
 - B. Teams will be allowed to purchase and dress in their own chosen uniforms. However, these uniforms must have the league logo on it plus each player should have individual numbers on the back of the shirt.
 - C. Goalkeepers will all wear the Number '1'.
5. Game Balls
- A. TCL Management will provide an official match ball for each match.
 - B. Only official match balls approved and provided by TCL Management will be authorized for the games.
6. Schedule
- A. The Corporate League will draw up the schedule and make it available to all players and teams on the league website <http://thecorporateleague.com> no later than five (5) days from the start of the competition.
 - B. Any foreseen conflicts of timing must be reported to TCL Management at least 7 days prior to the scheduled match. TCL will make a reasonable effort to reschedule but does not guarantee to do so.



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- C. Teams may request a preferred day and timing for the games, however this must be done at least ten (10) days before the start of the season. There is no guarantee or promise that The Corporate League will accommodate such requests, however a reasonable effort will be taken to do so.
- 7. Schedule Changes due to Unforeseen Events
 - A. Any changes to scheduled games due to unforeseen events that are out of TCL Management's control will result in a rescheduling of the postponed games. All concerned teams will be contacted to arrange the timing for the rescheduling of the match.
- 8. Field of Play
 - A. The field dimensions are determined by the particular venue used for the competition.
- 9. Competition Prizes
 - A. Prizes are awarded for:
 - i. Most Valuable Player
 - ii. Golden Boot Award for Top Scorer
 - iii. Best Goalkeeper
 - iv. 1st, 2nd and 3rd place teams

Match Rules

- 1. Referee
 - A. The referee's decision is final for the purposes of the individual game.
 - B. In game player complaints should be made to each team's respective captain, whose responsibility it is to raise it with TCL management and/or the referee.
 - C. If a referee does not present himself at a match, a TCL representative will arbitrate the match.
- 2. Team Verifications before Game Time
 - A. Teams are requested to arrive fifteen (15) minutes before the start of each match.



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- B. No player can take part in the match if he does not present himself to TCL Management.
3. Number of Players and Game Sheet
 - A. A team can register and dress a maximum of 20 players.
 - B. Before each match, the captains of each team must submit their game sheet to a member of TCL management.
 - C. The name and number of each player must be registered on the game sheet.
 - D. No name can be added to the game sheet after the start of the match.
 - E. Any player, whose name appears and is not crossed off the game sheet, will be considered to have taken part in the match. The captain is responsible for crossing off the name of any player who does not play in the match.
 - F. The game sheet will be the official record of each game. It is the responsibility of each team captain to review and sign the game sheet at the end of each match.
4. Equipment
 - A. Players will **NOT** be allowed to wear football 'cleats'. Only Turf football shoes, FLAT running shoes or indoor football shoes are allowed on the pitch.
 - i. The referee will inspect each players boots prior to the start of each match, any player wearing football 'cleats/studs' will not be permitted to play unless they replace their shoes.
 - B. Players must remove watches and all jewelry before playing.
5. Time Granted to Begin a Match
 - A. A five (5) minute deadline after the scheduled start of the match will be allowed for any team that does not have enough players (6) to begin the match. After this 5 minute deadline if a team does not have enough players they will automatically lose the match.
 - i. A result of 3-0 will be recorded against a team that forfeits a match.
 - B. Default matches for insufficient players will carry a SAR 500 penalty to be paid by the defaulting team.



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- C. Failure to pay the SAR 500 penalty will result in the team not being able to resume participation in the league matches. Any matches forfeited due to this ban will also incur a SAR 500 penalty.
 - D. Teams will not be able to continue playing the current season or to participate in any upcoming season without settling all incurred penalties.
6. Substitutions
- A. Each team has an unlimited number of substitutions.
 - B. Substitutions can occur during game play but must be brought to the attention of the referee and/or a member of TCL management.
 - C. No entering player may enter the field until the exiting player has fully exited the field.
 - D. An illegal substitution will result in an indirect free kick where the ball was last played and repeated violations could result in a yellow card.
 - E. Each player on the field can replace the goalkeeper provided that the referee is informed beforehand of the replacement considered. Replacement can only be carried out during a stoppage of play.
7. Free Kick
- A. Whether a free kick is direct or in-direct will be at the discretion of the referee.
 - B. Opposing players must be 7 large steps from the free kick point.
8. Length of Play
- A. During the Regular Season (Round 1 and 2)
 - i. Each match will be composed of two 25 minute halves.
 - ii. The whistle will be blown at both 25 minute marks with no injury time.
 - iii. The referee may pause the timer due to illegal time wasting or major injuries.
 - B. During the Semi-Finals
 - i. Each match will be composed of two 25-minute halves.
 - ii. If the regulation time comes to an end and the score is tied, a penalty shootout will take place starting with 5 alternating shots for each team. If after 5 shots



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per team, the shootout is still at a draw, the shootout will continue on a sudden death shot per shot basis.

C. The Championship Match and Third Place Match

- i. Each match will be composed of two 25-minute halves.
- ii. If the regulation time comes to an end and the score is tied, two 5-minute halves of extra time will take place.
- iii. If the two halves of extra time come to an end, and the score is tied, both teams will engage in a penalty shootout as described in rule 8(B)(ii).

9. Standings and Classifications of the Matches

A. During the regular season (Round 1 and 2), the allowance of points will be done in the following way;

- i. Three points for a victory
- ii. One point for a tie
- iii. Zero points for a defeat
 - a. Less one point for a match lost by forfeit or default

B. Any match won by forfeit or default will result in a score of 3-0.

C. At the end of the regular season (Rounds 1 and 2), in the case of multiple teams all having the same number of points, the criteria used to decide final positions are, in order, the following:

- i. Highest goal differential
- ii. Points gained from head to head results
- iii. Greatest number of goals scored
- iv. Lottery draw

10. Expulsion and Stoppage of Match

A. Any player, coach or administrator expelled by the referee must leave the field immediately.



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- B. If the match must be stopped by the referee for non-observance of Rule 10(A), the team at fault loses the match by default and the team will be subject to a fine of SAR 500.
- C. All teams are responsible for the good control of their players, coaches and spectators. They must take the necessary precautions to prevent the individuals mentioned above from attacking **VERBALLY** or **PHYSICALLY** the officials and opposing players, before, during and after the match. If necessary precautions are not taken, the team could be suspended and possibly banned from the league.
- D. If the referee stops a match for any reason, the TCL management will study the reasons and will impose the fines and sanctions considered to be necessary. The TCL management will also decide the fate of the match.
- E. Any physical assault will result in a match default, suspension or banishment of the players involved and potentially legal action through government authorities.

11. Complaint and Protest of Match

- A. Any infringement of the rules must be reported to the TCL Management, before, during or at the end of the match. It will be indicated on the game sheet and signed by the respective Team Captain and a member of TCL Management.
- B. A complaint can also be deposited in writing to the league, within 48 hours after the infringement.
- C. The study of the complaints will be done behind closed doors by TCL Management, in accordance with the procedure established in the rules of discipline.
- D. If during a revision carried out by the league, an infringement of the rules is discovered, the League reserves the right to apply sanctions to preceding matches that involve these infringements.
- E. Any decisions and penalties issued by TCL Management are final.

12. Yellow Cards



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- A. Any player that receives two yellow cards, in the course of the season, irrespective of whether or not they were consecutive, will be suspended for the match that follows the second yellow card.
- B. If a team qualifies for the semi-finals, all previous yellow card infringements will be reset.

13. Red Cards

- A. Any player that receives a red card is automatically expelled from the match, and will be suspended for the following match.
- B. Any player that receives subsequent red cards, will be suspended for the next two matches of the season.

14. Disciplinary Actions

- A. All in-game disciplinary infringements will result in a yellow or red card as deemed necessary by the referee. All infringements will be reported to TCL management to be dealt with as they see fit.
- B. The use of obscene language or gestures is liable to a suspension of 2 games, whether on the field or off the field.
- C. The assault of any player, referee or spectator by a player can result in suspension, expulsion and the filing of charges with local law enforcement.
- D. The TCL Management reserves the right to unilaterally enforce disciplinary actions

15. Appeals

- A. Teams can appeal any cards/suspensions/bans issued to a player.
- B. Appeals must be submitted in writing, by the team captain, no later than 48 hours after the completion of the game in which the card was issued or, in the case of suspension/bans, no later than 48 hours after the suspension/ban was issued in writing to the player's team captain.
- C. The written appeal must specify the name of the player to whom the penalty was issued, the date of the match, and give reasoning for why the team thinks the penalty should be withdrawn.

- D. A decision on all appeals will be made within 48 hours of the appeal being submitted.
- E. Decisions regarding appeals will be made solely by TCL Management behind closed doors and are final.