

## **11-A-Side Intramural Rules**

1. A team is only registered once the captain/manager has completed a team sheet with all the names, registration numbers and contact details of all the players (min. of 12 players and max. of 18 players) and the relevant money has been paid depending on the number of players in the team. **Players cannot play if they are not registered.**
2. If you want to add a player to the team after the initial team registration you may do so provided you do not exceed 18 players. The player must bring their library card and a payment of £18 to register individually at the Student Union, Haigh Building, First Floor Activities Centre Room 6. Additional players cannot play if they have not registered by **5pm** the day before a game. **You cannot register a player on the day of a game.**
3. If you already have 18 players, but want to add further players, you will need to remove a player(s) from the team register (this player will no longer be registered and therefore will not be able to play again). The additional player will then have to follow the procedure given above (2). **Teams cannot register additional players during the knockout stages of the season.**
4. If a team fields a non-registered player(s) or a player no longer eligible (e.g. a none student) then they will be fined **£20.00** (for each non-registered player). For example, if you field 2 non-registered players the team will be fined £40.00. In addition, the team will **forfeit** any points from the match in which a non-registered player(s) was fielded, and be deducted a further **2 points**.
5. It is the captain/managers responsibility to ensure these fines are paid. Teams cannot play if these fines have not been paid (by 7pm the day before a game), and will subsequently **forfeit points** from any missed games.
6. Any Team who cannot field 8 players or more will forfeit the game.
7. **Any team that does not turn up for a fixture without giving 24 hours notice will forfeit the game and be deducted 2 points.** Teams who give notice will only forfeit the game. If this becomes a regular problem the offending team may be asked to leave the league. Please ensure you have enough players to cover teaching practice, field days and work placements etc. The LSU will consider postponing a game depending on the reason and if the team gives 7 days or more notice. Please note that games called off because of bad weather take priority. If there is no time available to play postponed games before the knock out stages the team that cancelled will forfeit the game.
8. Should the referee for whatever reason abandon a game, the LSU will contact all parties involved and make a decision based on the evidence; a result will stand if 75mins of play has occurred.
9. All communication regarding matches must be through the Football Coordinator and the LSU Leisure Department. No opposition team should be approached prior to the fixture.
10. It is the captain/managers responsibility to ensure all members of the team read and agree to abide by the Code of Conduct. LSU reserve the rights to band players, with out reimbursement, who break the Code Of Conduct.

### **To be completed by the team Captain/Manager**

..... (Print Name) ..... (Sign)

Understand the above and will be responsible for the payment of any fines given by the L.S.U.